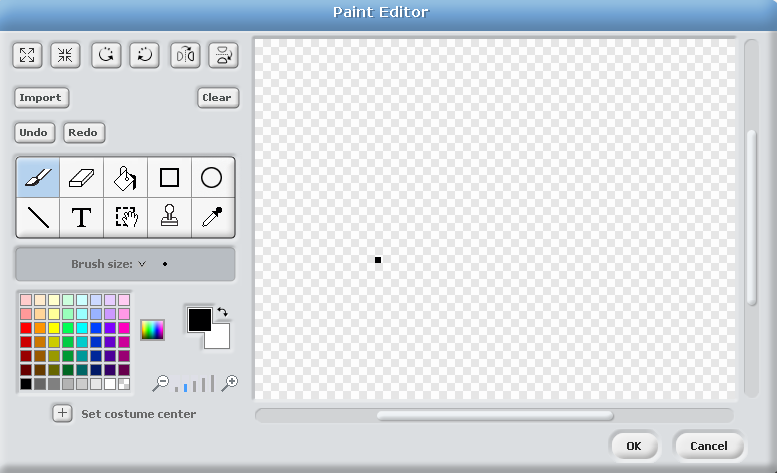
Scratch **Help** Document

**Beat It – Moving a sprite to a beat**

1. Click on **paint new sprite**. Make your own dancing dude! in the paint editor.

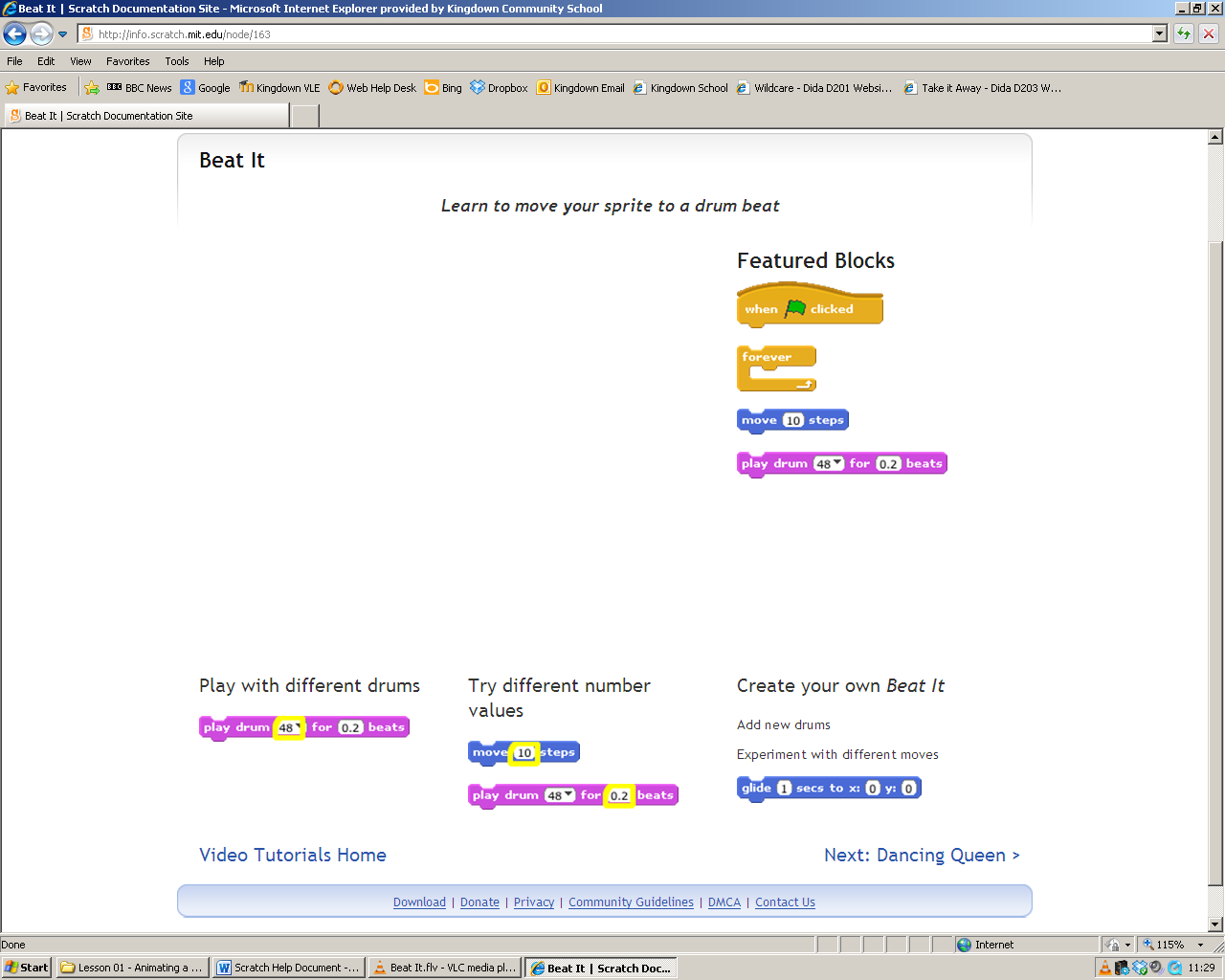
**\\server1\home\am\Dropbox\7.3 - Scratch Programming\Images\Lesson 02\Whirling Butterfly\Screen Shot 2012-08-24 at 10.43.02.png**

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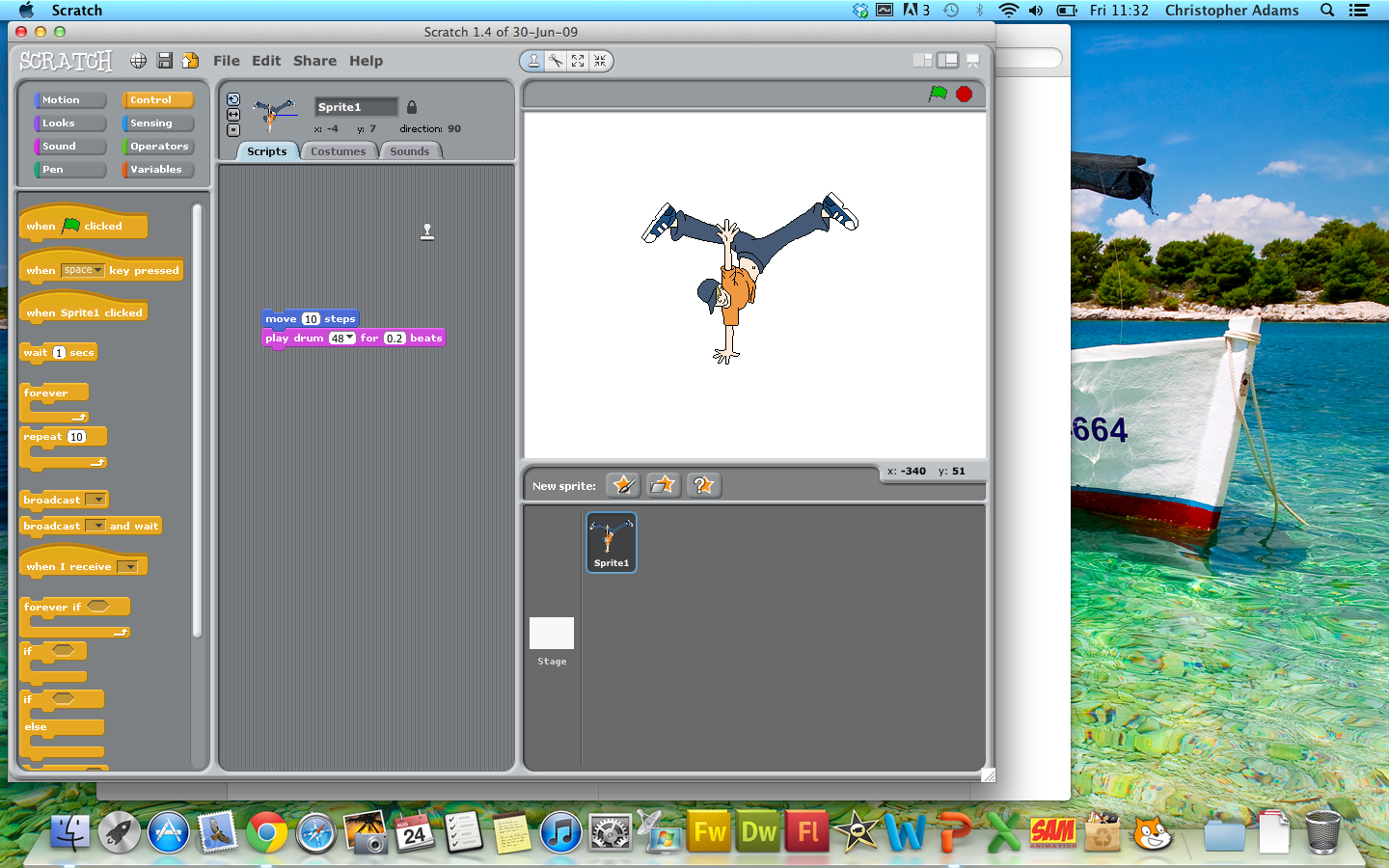
**Paint Brush**

**Colour Palette**

**Fill Bucket**



2. Make sure that the dancer is selected and grab a **move block**, drag it into the middle. Select a **play drum** block and click them together.

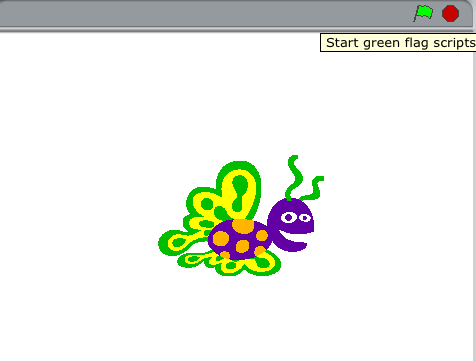
Testing – Click the blocks once to play them or to listen to the sound.

3. Next select the copy tool, drag across to the blocks and duplicate them.

4. Change the new move block to **-10 steps** and choose a different **drum** from the list.



Change around the numbers, what happens?

5. Add in some control blocks – **forever** and the **when green flag is clicked**

What do you think this will do? Press the green flag to test it.

