

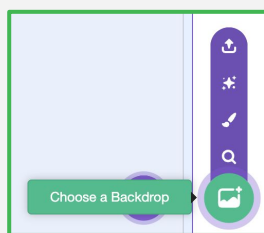
# Stage

Open a new project at [rpf.io/scratch-new](https://rpf.io/scratch-new).

You will make an animation where a character gets surprised!



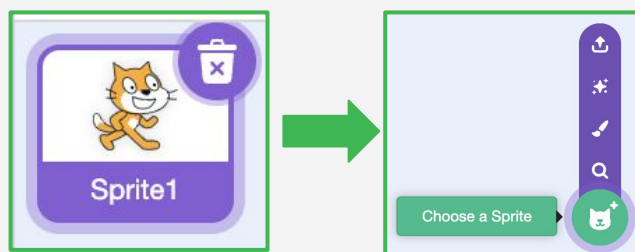
1. Choose a backdrop.



Your backdrop could be from any theme:

🐯 Land animals 🐟 Sea animals 👽 Aliens 🌿 Nature  
🌈 Weather 🍌 Food 🚀 Travel ⚾ Sport  
... Or something else

2. Delete the cat sprite and add a main character sprite **and** an interesting object sprite.



💡 **Hint:** You could create your own backdrop and/or sprite.

3. Choose their positions, sizes, directions and costumes.

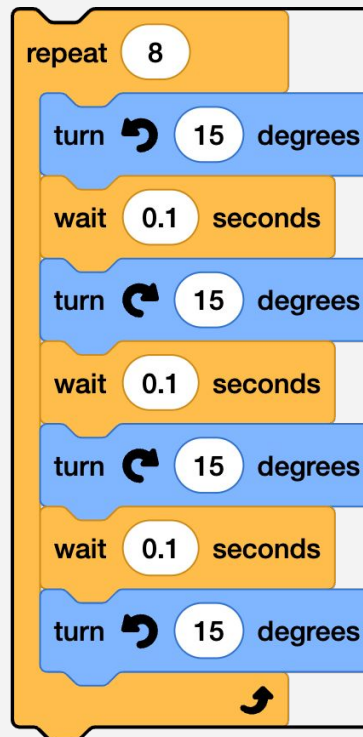
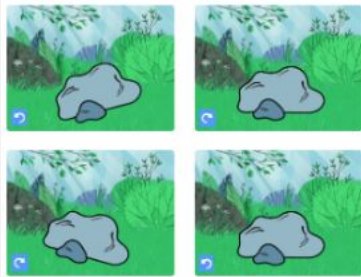


# The object

Make the object appear interesting to the character.



1. You could jiggle the object:



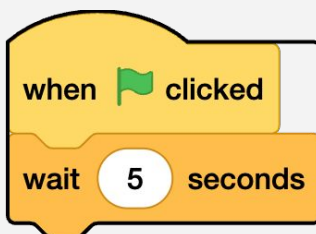
Or:

Make the sprite **say** or **think**.

Use graphic effects (**color, fisheye, whirl, pixelate, mosaic, brightness, ghost**).

🚩 Explore how different effect values change your sprite.

2. Use a script to make the surprise start after a delay:



# The character



Make the character appear interested in the object.

## You could:

Make the sprite **say** or **think**.

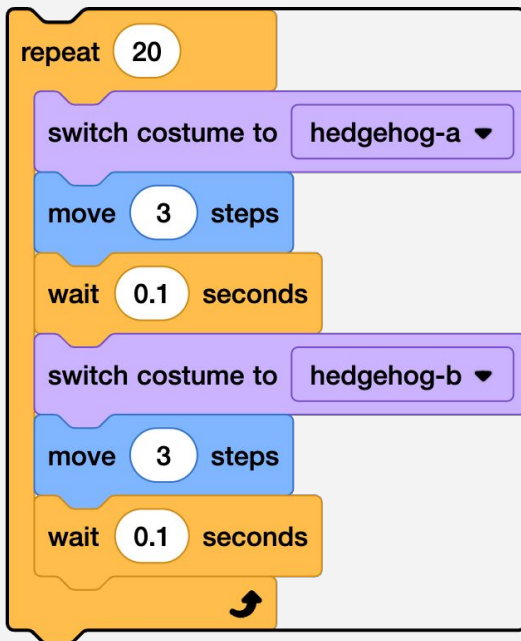
Change the sprite's costumes to show **mood**.

Move the character to look at the object — use costumes and **move** blocks to mimic **movement**.

**Tip:** To use all costumes a sprite has, use the **next costume** block in a loop.

**Tip:** Increase the number of steps in each **move** block to make the sprite go faster. Change the number in the **repeat** loop to adjust the distance.

**Tip:** To **move** backwards, use negative numbers, e.g. **move -3 steps**. Or use **point in direction -90** to change the direction before the sprite moves (to the left).



🚩 Explore how different effect values change your sprite.

# Add a surprise!



## When will it happen?

Check any time delay you added. If you have a character that spends a long time being curious, you will need to choose a longer delay.

- Click on the green flag — check that your delay works as expected.

## The surprise!

The object could `play a sound`, `switch costume`, `change graphic effects`, or `change size`.

You could add a surprising costume to the sprite, then the sprite could `switch costume` to reveal it.



- Click on the green flag — check that the surprise happens at the right time and the animation resets properly.

# Scratchblocks

```
+repeat (8)
turn ccw (15) degrees
wait (0.1) seconds
turn cw (15) degrees
wait (0.1) seconds
turn cw (15) degrees
wait (0.1) seconds
turn ccw (15) degrees

+repeat (20)
switch costume to [hedgehog-a v]
move (3) steps
wait (0.1) seconds
switch costume to [hedgehog-b v]
move (3) steps
wait (0.1) seconds
```