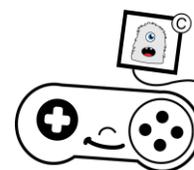


Session 2 Extension Activity: Upload a Sprite

Read about copyright and images on the Internet. Afterwards, use a search engine to find a clip art of an object or character to use in your game. Follow the instructions to upload it into Scratch as a sprite.



Copyright and Images

You cannot just take what you want from the Internet. That is stealing. The creator who made the image or the website hosting the file controls it. They are the copyright holder.

Some people or websites let others use their artwork. Others do not. Check to see if the clip art you want to use has a © copyright symbol to show that it is protected. Also look if the owner has rules about using the image.

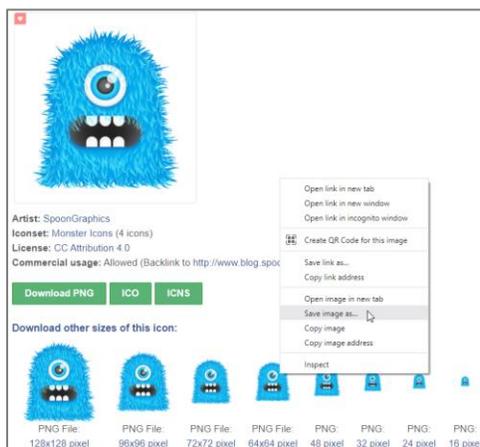
When you find an image you like make sure you can use it before you save the file. Record the site, artist, and/or URL of the image. When you complete your Scratch project list the source in the *Notes and Credits* section.

Image Tips:

- Find an image that is a **PNG**.
- Clip art must have a **transparent** background.
- Only save images that you are permitted to use.
- The smaller the image – the better. (75 px x 75 px)
- Use Google Image Search: <https://images.google.com/>

Need Help Searching for an Image?

1. Open your browser. Visit a free icon site such as <https://iconarchive.com/>
2. Type in a **keyword**. Click *Search icons*.
3. Click on an image you like.
4. Right click on a smaller file such as **64 x 64**. Select *Save image as*.
5. Save it into your folder. Give the image a suitable file name.



A large image will look blurry when you size it for your game.

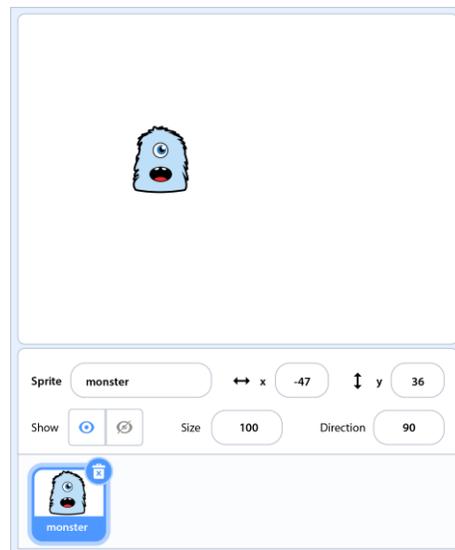
Pick a smaller image.

Upload a Saved Image as a Sprite into Scratch

1. Open your game in Scratch.
2. Hover over the *Choose a Sprite* tool. Do not click it!
3. Select *Upload Sprite*. 



4. Go to the place where you saved the image. Select it. Click *Open*.
5. It will show in the Sprites List.



Use clip art from the Internet for the player, goal, obstacle, and treasure sprites.