

Session 2 Skill Review: X Marks the Spot

Use your skills to move a character to a special spot.

Plan what happens!

- Where do you want the character to start?
- Where do you want the character to end?
- Why are they going there?

IDEA: Get the toy from the shelf.



Use this idea or come up with your own.

1. Open a new project in Scratch Jr.

2. Click *Project Information*.

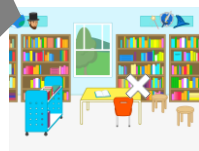
3. Type **10 count**. Click

4. Click *Change background*.

5. Pick a background. Here are some ideas:



go to bench



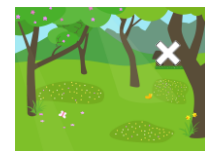
go to chair




go to spotlight



go to shelf



go to house


6. Delete the Cat. 

7. Use your skills to add a character. 

8. Click Grid. 

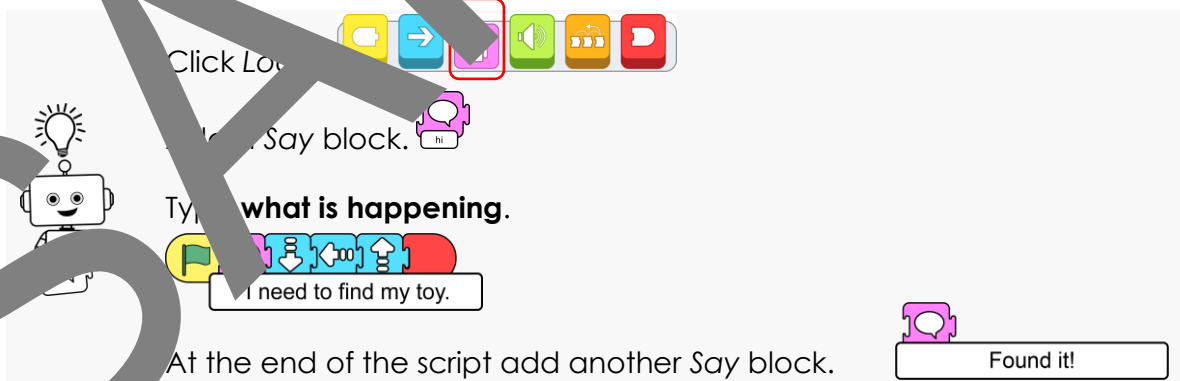
9. Make a script that moves the character from the start to the end. For example:



10. Test it! Run the program. 

11. Stop the program.  Edit it.

CODING CHALLENGE
Have your character say what they are doing.



12. Share your work. Tell someone about your program.

13. Close Scratch Jr.