Make hippos fly!
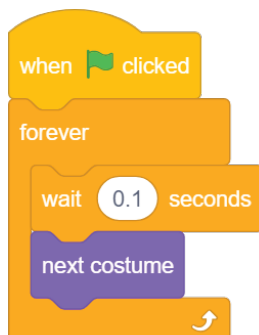
Make some animated flying hippos

Get started

1 Open a new Scratch project and delete the cat **sprite** by clicking on the **x**.

2 Click on the **Choose a Sprite** icon, find the hippo with wings, and click **OK**.
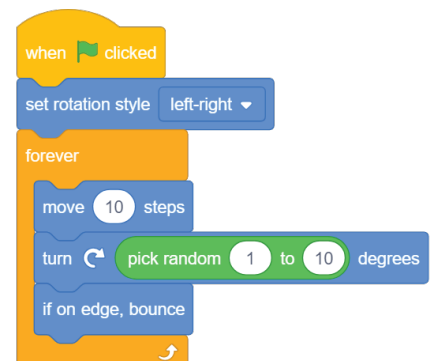
Make the hippo fly

1 Go to the **Code** tab and add the following code blocks to your sprite.
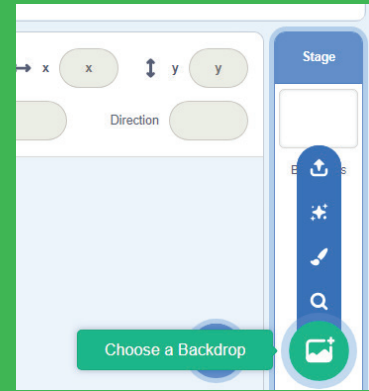
These blocks makes the wings flap:

```
when 🏴 clicked
forever
    wait 0.1 seconds
    next costume
```

These blocks make the hippo move around:

```
when 🏴 clicked
set rotation style left-right ▾
forever
    move 10 steps
    turn ↻ pick random 1 to 10 degrees
    if on edge, bounce
```

2 Click on the green flag to see your animation!
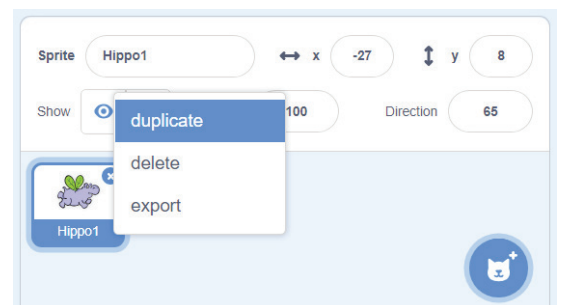
codeclub.org

Add a backdrop

In the bottom right-hand corner, you'll see the **Stage**. Click on the **Choose a Backdrop** icon from the library. Or, if you prefer, you can draw your own backdrop by clicking on the **paintbrush** icon.
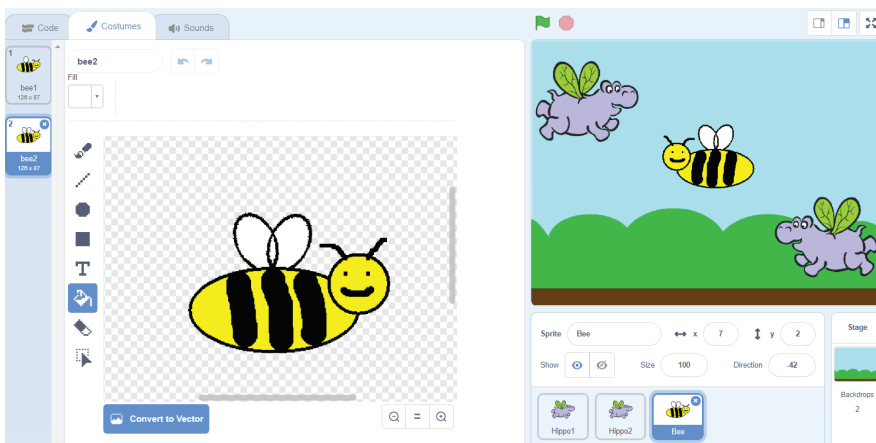
Make more things fly!

1 Right-click on your sprite and select **duplicate**. Now there are two of them! Duplicate it as many times as you like. You can use the **delete** option to delete sprites.

2 Once you've duplicated the hippo sprite, change the costumes of the new sprite. If you want to, you can even try drawing costumes of your own!

Top tip:

You can **duplicate** a costume too! Doing this makes it easy to create two costumes that are nearly the same.

Why not turn your animation into a game? Visit **rpf.io/scratch-intro** to see what you can create with our 'Introduction to Scratch' project path, and also earn yourself a digital badge! To see this card online or print out more, go to **rpf.io/scratch-hippo**.

codeclub.org