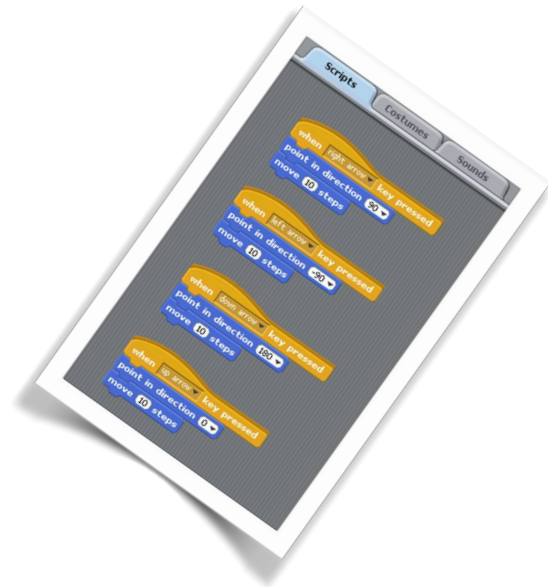




Let's control your sprite with the arrow keys.

What blocks do we need?



Let's get coding:

1. Open SCRATCH
2. Open a new file
3. Add 1 **new** sprite. What animals or objects that you could control it movement? Car/ man?
4. Add a the script blocks for moving the sprite towards the left that matches your sprite.
Remember the left and right use the x coordinates. (example **-5** for moving left)
5. Point in the direct allows the sprite to face the correct way when you want the sprite to turn left, right, up or down.
6. TEST it. Does it work? Fantastic. If not check your code blocks, it will be something simple.

