

# Creative Coding With Scratch

## Skating Penguins



### Getting Started

Select **Winter Lights** backdrop.  
Choose **Penguin 3** from the sprite library.

Change size of sprite and move it to a position at the back of the path.

set size to 10%

### Challenge 1

Can you use coordinates to make the penguin skate towards you along the path?

### Challenge 2

Can you make the penguin say something when he reaches the end of the path?

### Challenge 3

Can you make the penguin grow in size as he comes towards you?

### Challenge 4

What other tricks could you make the penguin do on his skating trip?

#### I can:

select a backdrop and a sprite;  
use coordinates to move a sprite;  
change the size of a sprite;  
make a sprite say something.

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# Helpful Hints

## Skating Penguins

Each Creative Coding Challenge is an open-ended task, which can be approached in many different ways. Pupils should be encouraged to have a go and tackle these tasks independently. The following hints are not intended to provide complete solutions but may serve as useful cues for supporting less-confident coders.

**To use co-ordinates to make sprite move:**

`go to x: 73 y: 106`

**To make a sprite talk:**

`say hello! for 2 secs`

**To make a sprite grow in size:**

`change size by 10`