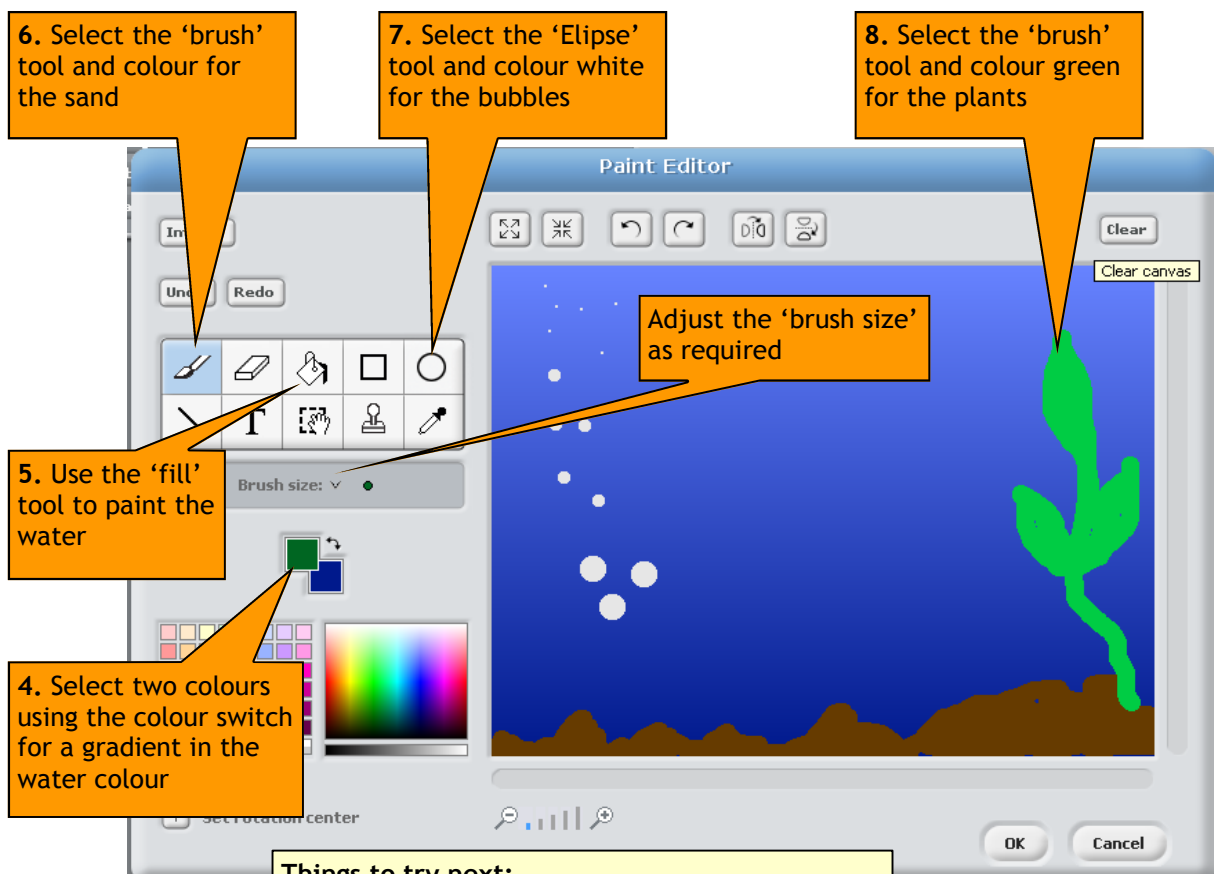
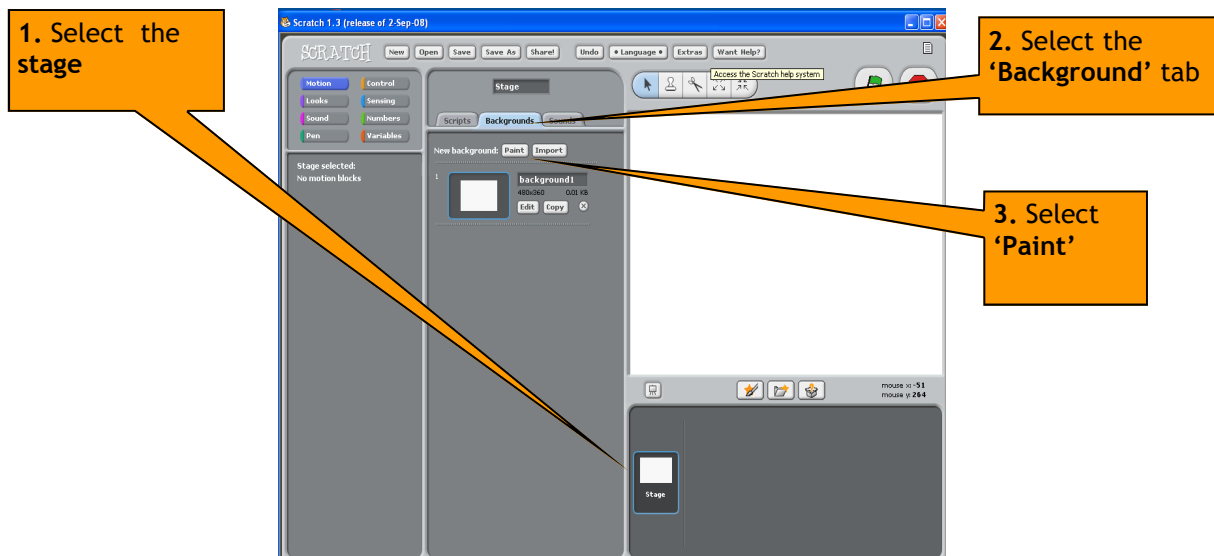


The Aquarium

Creating an Aquarium complete with swimming fish

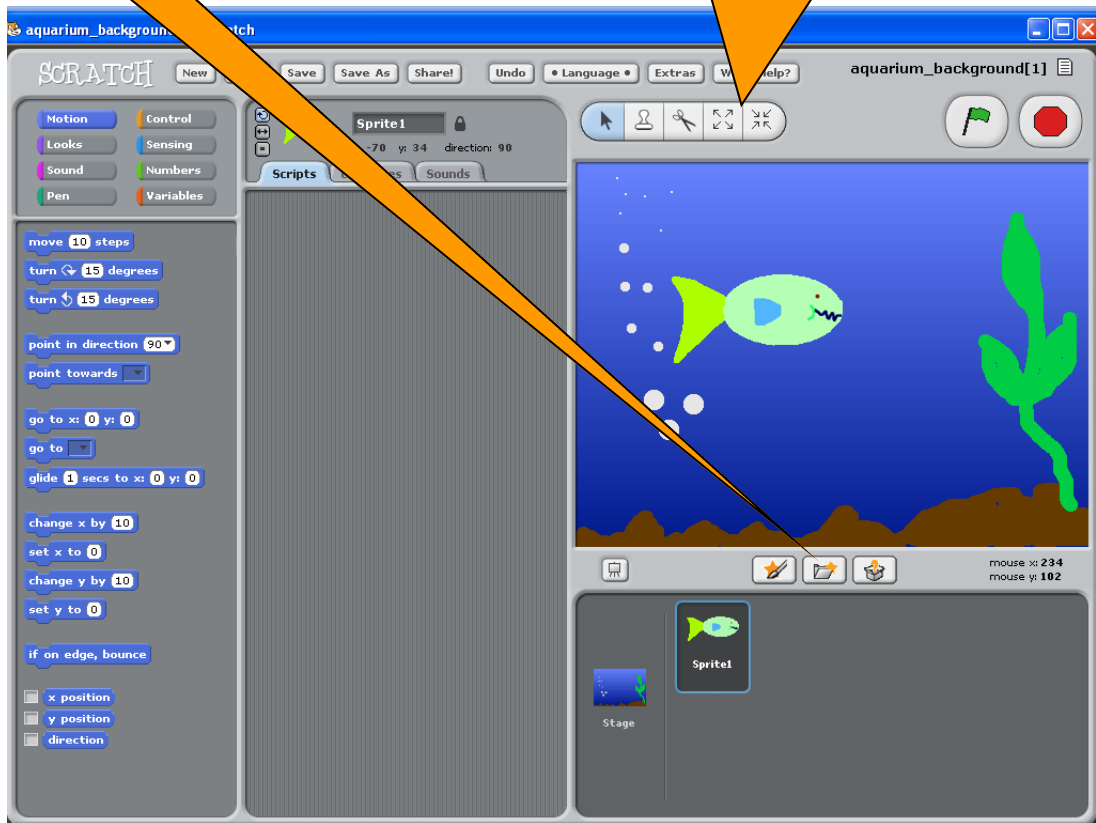
Draw the background for the Aquarium



Something fishy—add some sprites to the background

1. Select 'choose new sprite from file'

3. Grow sprite or shrink sprite as required



2. Choose a fish from the Animals folder



Build the script to control the sprites

1 Using commands from the **Control** and **Motion** menus - clip together the sequence of blocks shown.

2. Select the appropriate direction you want the sprite to move in

3. Control speed
Change the number of steps

4. Stop the sprite disappearing off the stage.
If on edge, bounce

5. Sprite Alignment select
Only face left-right

Add another block to the sequence:

6. Rotation
Turn the sprite around

Things to try next:

- ⇒ Add more sprites in the aquarium each swimming differently
- ⇒ Experiment with the value of the **degrees** to adjust the amount of rotation.
- ⇒ Adjust the **direction** and the number of steps