

Pseudocode: For each sprite in scene:

1. When Green Flag clicked,
2. Start Costume,
3. Loop (?) times:
 wait (? seconds)
 next costume


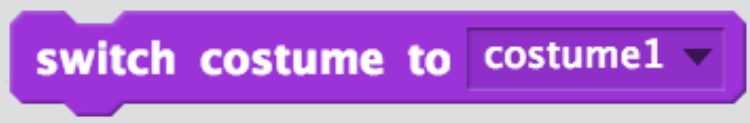



Student Choices:

- ☐ Draw sprite costume 1
- ☐ Draw sprite costume 2 - slight change
- ☐ Draw at least 5 more costumes - slight changes for each
- ☐ Decide on frame rate - wait time

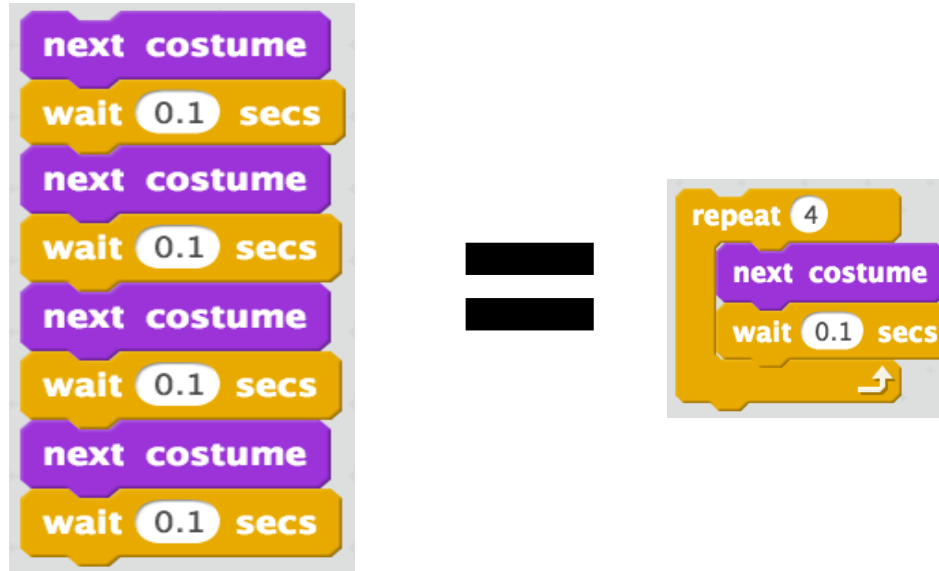
Reflections:

- ☐ How long to wait between costumes?
- ☐ What is my start costume?
- ☐ What is my end costume?
- ☐ How many times should sprite loop?

Blocks that you will need:

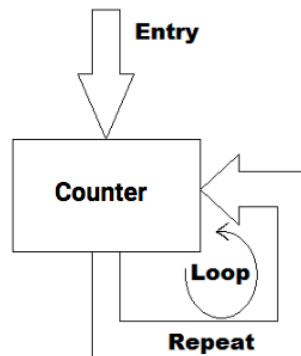
Event Blocks	Look Blocks	Control Blocks
	 	 

Repeat Loop



Less steps are needed with a loop!

Repeat Loop Flow:



Frame Rate

	5 frames per second	25 frames per second
😊	Less drawing	More drawing
😞	Choppy	Smooth

What frame rate will I use...?



Try it out in [scratch](#) and share it in studio “Iterations”