



Plan four moves

Use the information on page two to design the moves that you would like your sprite to perform. An example has been created for you:

EXAMPLE DANCE MOVE
Costume 1 Move up (jump) Costume 3 Move down (end jump) Costume 6 Costume 7 Costume 8 Costume 6

Costume 1	Costume 2	Costume 3	Costume 4	Costume 5	Costume 6	Costume 7	Costume 8	Costume 9
								

DANCE MOVE 1	DANCE MOVE 2	DANCE MOVE 3	DANCE MOVE 4

Resources are updated regularly — the latest version is available at: ncce.io/tcc.

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