



It's Alive!

Coder Resources

Project Sequence

(complete each step before moving to the next)

1. [Sign in and create a new project](#)
2. [Analyze the example project](#)
 - a. [Example project](#)
3. [Create costumes for animations](#)
 - a. **Additional resources:**
 - i. **Video:** [Image editor: Vector mode](#) (5:00)
4. [Animate a scene or short story](#)
 - a. **Video:** [Animated gif](#) (2:38)
5. [Add in comments](#)

Project Extensions

(pick and choose extensions that sound interesting)

1. [Share your project](#)
2. [Create a thumbnail](#)
3. [Learn even more Scratch tips](#)
4. [Learn how to use a micro:bit with Scratch](#)

Debugging Exercises

(practice your debugging skills by solving these bugs)

1. [Why does Jordyn move off the screen when celebrating?](#)
2. [Why does the soccer ball move as soon as the green flag is clicked?](#)
3. [Why does Jordyn's running, kicking, and watching animations look off?](#)
4. [Even more debugging exercises](#)

Example Project and Files

(use these resources to see the original project, learn how to remix the project, or to challenge yourself)

1. **Project:** [Example project](#)
2. **Video:** [Project preview](#) (0:38)
3. **Video:** [Remixing a project](#) (1:57)
4. **Video:** [How to reverse engineer a project](#) (2:16)
5. **Studio:** [See more projects like this one](#)