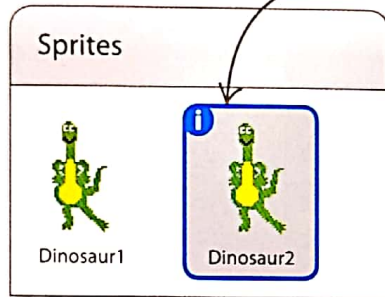


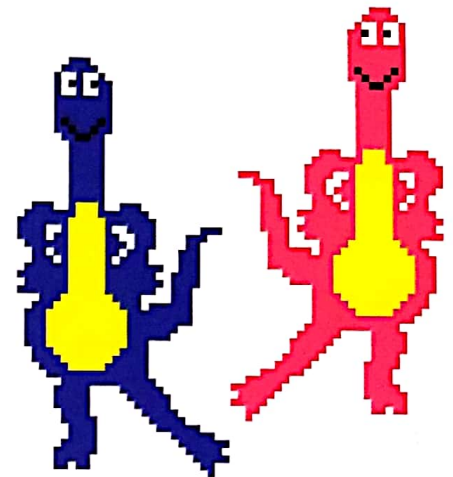
## Get a move on!

The dinosaurs are throwing some wicked shapes, but they're not moving around the dance floor much. You can fix that with some new scripts that use Scratch's "move" block.

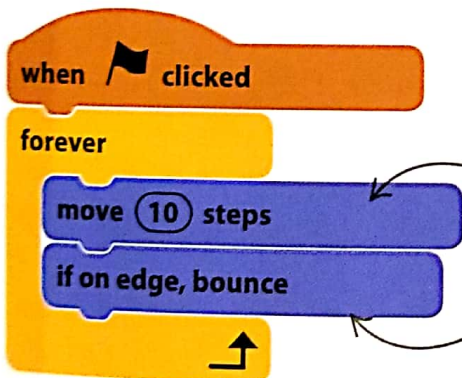
**18** First, click on Dinosaur2 in the sprites list to show its scripts in the scripts area.



Click here to see Dinosaur2's scripts.



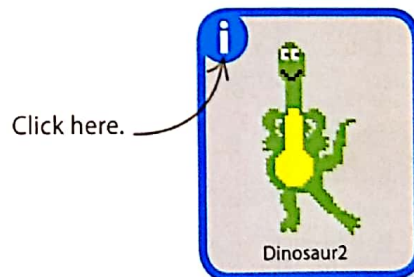
**19** Next, add this extra script. To find the dark blue blocks, click Motion at the top of the blocks palette. What do you think the new script does?



These aren't actual dinosaur steps, they're Scratch's way of measuring distances.

Add this block to turn the dinosaur round at the stage's edge.

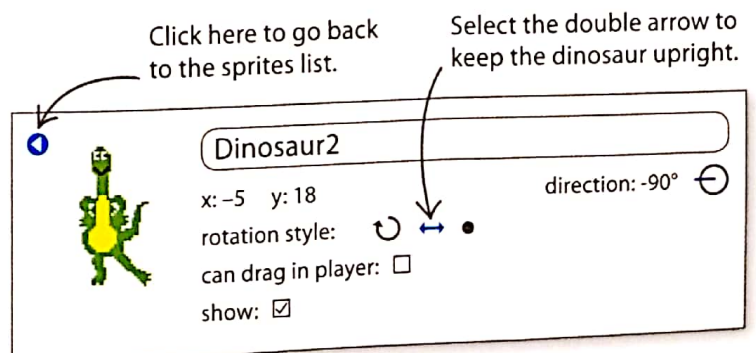
**21** To prevent the blood rushing to the dinosaur's tiny brain, click on the blue "i" symbol next to the sprite in the sprites list. This reveals extra information about the sprite.



**20** Now click the green flag and both of Dinosaur2's scripts will run at the same time. The sprite will move all the way across the stage and then turn around and dance back. But you'll notice that it dances back upside down!

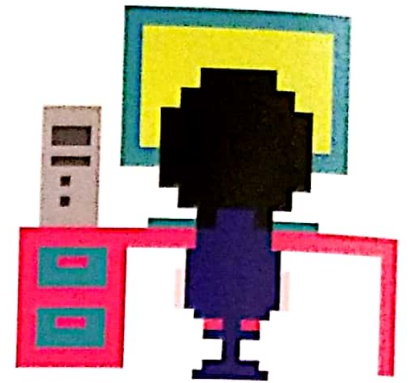


**22** An information box will pop up. Change "rotation style" to the double arrow and watch the dinosaur dance. See what happens if you click the other rotation styles. You now have the power to choose whether the dinosaur dances on its head or not!

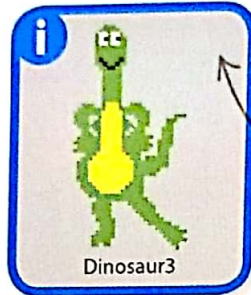


# Keyboard control

Ever dreamed of taking control of your very own dinosaur? The next script will give you keyboard control of Dinosaur3's movements: you'll be able to move the dinosaur across the stage with the right and left arrow keys.



**23** Click on Dinosaur3 in the sprites list so you can edit its scripts.



The blue outline shows that Dinosaur3 is the selected sprite.

**24** Add this script to the scripts area. It's quite complicated, so make sure you get everything in the right place. The "if then" block is in the yellow Control blocks section. It's a special block that chooses whether or not to run the blocks inside it by asking a question. Take care to ensure that both "if then" blocks are inside the "forever" loop and not inside each other.

Click here and choose "right arrow".

Drag this pale blue Sensing block into the window in the yellow block.

Choose 90 here. This points the sprite to the right.

Click here and choose "left arrow".

Choose minus 90 here. This points the sprite to the left.

**25** Before you run the script, read through it carefully and see if you can understand how it works. If the right arrow key is pressed, blocks that make the sprite point right and move are run. If the left arrow key is pressed, blocks that make the sprite point left and move are run. If neither is pressed, no blocks are run and the dinosaur stays put. Repeat step 22 to stop Dinosaur3 from turning upside down.

