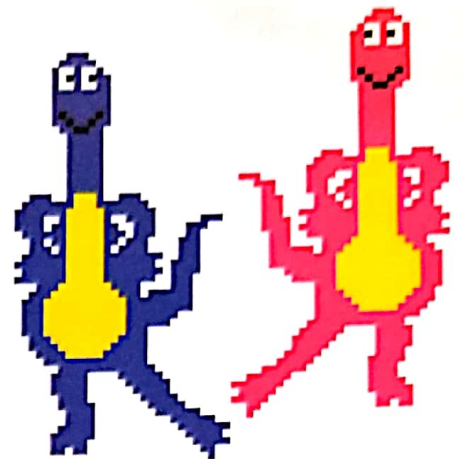
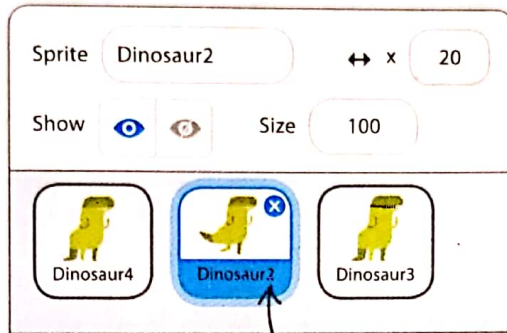


## Get a move on!

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

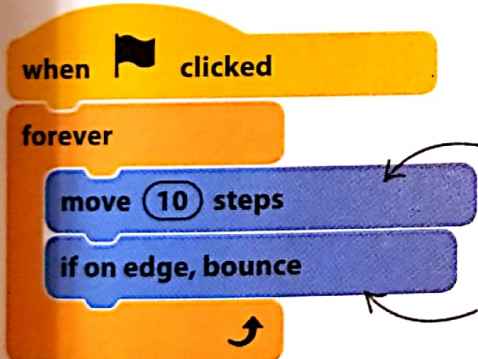


**18** First, click on Dinosaur2 in the sprites list to show its code in the code area.



Click here to see Dinosaur2's code.

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



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

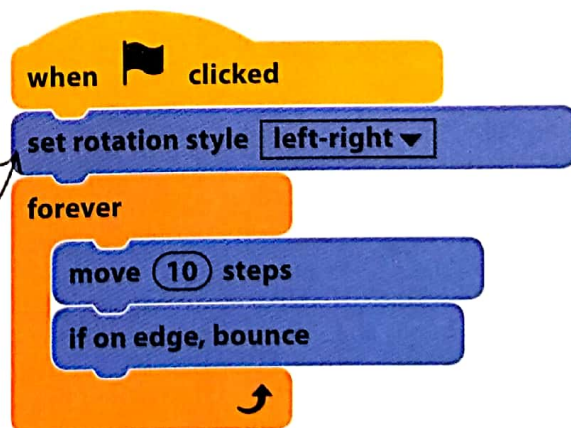
Add this block to turn the dinosaur around at the stage's edge.

**20** Now, click the green flag, and both of Dinosaur2's code blocks 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!



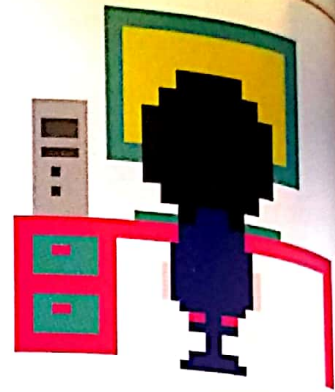
**21** To prevent the blood from rushing to the dinosaur's tiny brain, add the "set rotation style" block like this. You now have the power to choose whether the dinosaur dances on its head or not.

Select "left-right" in the drop-down menu to keep the dinosaur upright.



# Keyboard control

Ever dreamed of taking control of your very own dinosaur? The next bit of code 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.



**22** Click on Dinosaur3 in the sprites list so you can edit its code.



The blue outline shows that Dinosaur3 is the selected sprite.

**23** Add this code to the code area. It's quite complicated, so make sure you get everything in the right place. The "if then" block is in the orange 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.

```

when clicked
  set rotation style left-right
  forever
    if key right arrow pressed?
      point in direction 90
      move 10 steps
    if key left arrow pressed?
      point in direction -90
      move 10 steps
  
```

Click here and choose "right arrow".

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

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

Click here and choose "left arrow".

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

**24** Before you run the code, read through it carefully and see whether 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.

