



Show and Hide



Open your haunted castle project in Scratch and save it as a new version to continue developing your code.

Part 1:

- The **show** and **hide** blocks allow you to improve your animation by making the sprites only appear visible when you want.
- At the beginning of the animation, choose to hide the sprites.
- Then, at the start of each animation script, insert the 'show' block to make the sprite appear. It will then appear on screen ready for its animation.
- Finally, don't forget to hide it again at the end of the script, when finished.

Can you make all of your sprites appear only when necessary and disappear when their animation finishes?

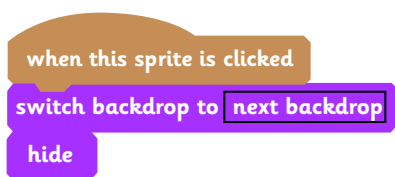
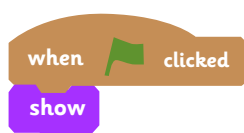


Part 2:

- Try adding a new backdrop at the beginning that starts off your animated story. Make sure the script for the backdrop switches to this scene when the 'insert green flag' is clicked.



- Add a new sprite (such as an arrow) to act as a button. Insert the block 'when this sprite is clicked' then instruct it to switch to the next backdrop and hide.



- Add blocks for each of your two main characters to make them say something that introduces the story, for example "Hey look – a castle!" and "Let's go inside!"



Tip: Think about how to make your second character wait before speaking so that each speech bubble appears in sequence, rather than at the same time.



Show and Hide



Open your haunted castle project in Scratch and save it as a new version to continue developing your code.

Part 1:

- The **show** and **hide** blocks allow you to improve your animation by making the sprites only appear visible when you want.
- At the beginning of the animation, choose to hide the sprites.
- Then, at the start of each animation script, insert the 'show' block to make the sprite appear. It will then appear on screen ready for its animation.
- Finally, don't forget to hide it again at the end of the script, when finished.

Can you make all of your sprites appear when necessary and disappear when their animation finishes?

Part 2:

- Try adding a new backdrop at the beginning that starts off your animated story.
- Add a new sprite (such as an arrow) to act as a button that switches to the next backdrop when it is clicked.
- Think about the scripts required to switch the background and to only show the arrow sprite when it is needed. Remember to hide it again when it is not required.
- Test and debug your code as you work, checking that all your animations appear in the right place and that the sprites are only visible when you want them to be.
- Add blocks for each of your two main characters to make them say something that introduces the story, for example 'Hey look – a castle!' and 'Let's go inside!'



Tip:

Think about how to make your second character wait before speaking so that each speech bubble appears in sequence, rather than at the same time.

Remember there is often more than one way to solve a coding problem in Scratch so try things out. Your animation doesn't have to look identical to anyone else's. Make your own decisions to improve and develop your code.