


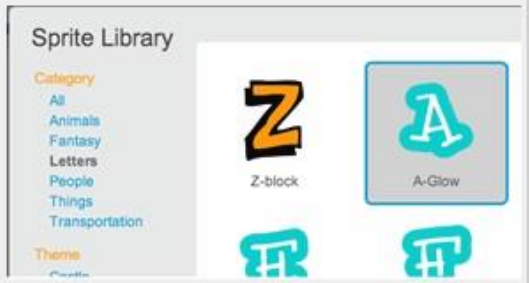
Choose the First Letter Step 1

To start, choose the first letter of your username, initials, or favorite word.

Click this icon  to choose a new sprite:

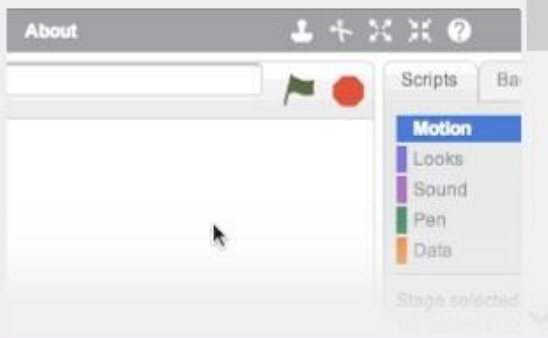


Then select one of the letters in the Sprite library:



Why are characters in Scratch called 'sprites'? We borrowed the word from the first video games.

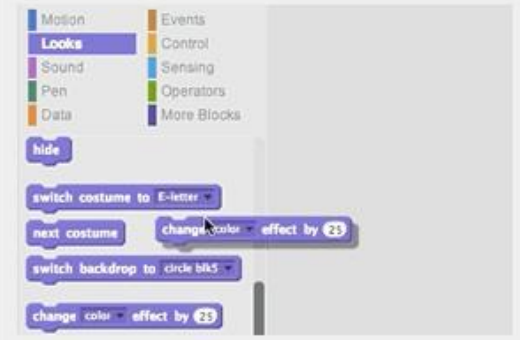
Tip: If you don't want the cat in your project, you can delete it using the scissors tool.



Add Color Effects Step 2

Make the letter change color whenever it's clicked.

Click the Looks category, then drag a change color effect block into the Scripts area:




You can click on that block to try it.

Click the Events category. Drag out a when this sprite clicked block and snap it on top:



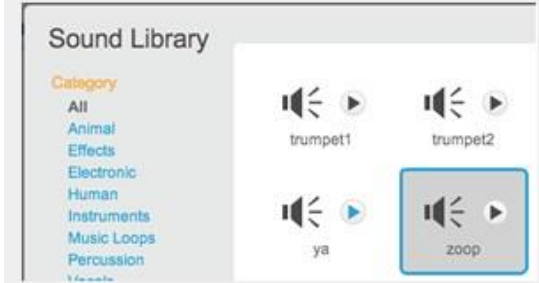
Now you can click your letter on the Stage to see its color change:

Add a Sound Step 3

Click the Sounds tab, then click :



Select "zoop" or another sound:



Then, click the Scripts tab. Click the Sound category, and drag out a play sound block.

Snap that sound block onto the script, like this:



Click on your letter to run the script:




Animate Your Name


← BACK NEXT >

Add a Backdrop

Step 4


Click the  icon to open the Backdrop library:

Sprites




Stage
1 backdrop


New backdrop:



Choose the backdrop you want (such as "boardwalk" or "circles").



boardwalk



circles

Now, add your next letter >


Animate Your Name

← BACK NEXT >


Add Your Next Letter


Step 5

To add the second letter of your name, make a new sprite.


You can draw the letter by clicking the  icon:


Sprites


New sprite: 



You can draw using the paint tools:



Or, type the letter using the text tool: 

Want to choose the letter instead? Click the  icon to choose from the Sprite library.

Next, make it spin >

Animate Your Name

← BACK NEXT >

Make It Spin

Step 6

Animate the second letter of your name.

Click the **Motion** category, and drag out a **turn** block.

Click the **Control** category, and drag out a **wait** block.

Then, drag out a **repeat** block and snap it around those blocks, like this:



To make it play music and spin whenever you click the letter, build a script like this:



Try different numbers to adjust the spin.

TIP: To reset the letter's angle, click this block in

Animate Your Name

[BACK](#) [NEXT](#)

Finish Your Name Step 7

You're ready to add and animate the rest of the letters in your name.

Choose or draw the letters using the New Sprite buttons:

New sprite:

Here are some other scripts to try.

Tip: Click twice on any sprite to edit its scripts.

GLIDE

Make your letter glide when you click it:



Tip: When you drag a sprite to the position you want on the Stage, the *glide* blocks in the palette will update with its current *x* and *y* position.

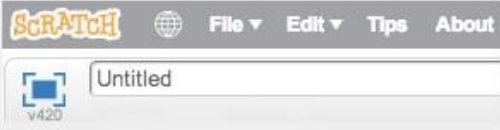


Animate Your Name

[BACK](#) Step 8

Share Your Project

Type a title for your project.




When you are ready to share your project with others, click the "Share" button at the top of the screen.

Tip: You'll need to sign up for a Scratch account to share your project online.

To add notes and credits, click:

[See project page](#)

Here's a video on how to edit the project page:



Now you can add your project to the [Animate a Name studio](#):