Jumping Penguins

Christmas Coding

Suitable for KS2 Upwards
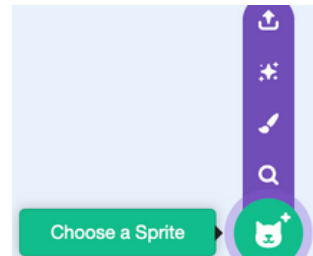
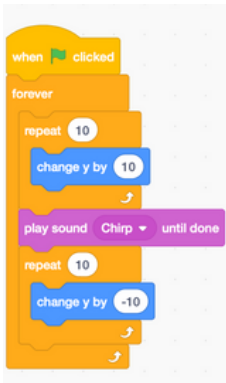**Step 1:** Open the Scratch App https://scratch.mit.edu

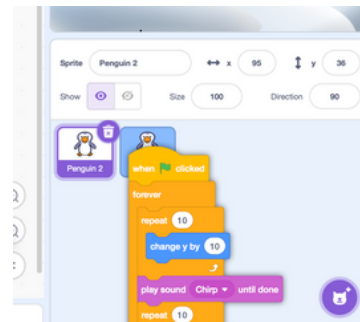**Step 2:** Create a new project and select a Christmas themed backdrop.
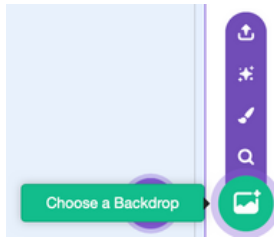
Step 3: Add or draw a penguin sprite.

Step 4: Insert the following code to your penguin sprite.

Step 5: Add in more penguins and duplicate the code by dragging it from one penguin to another. You can change the numbers to the penguins bounce at different rates.

Step 6: Watch your code to make sure it's correct by clicking the green flag.

Step 6: We'd love to see your project! Share it with us by clicking share and copy link.

Then send the link to us at education@archivesit.org.uk so we can share it on our website!

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