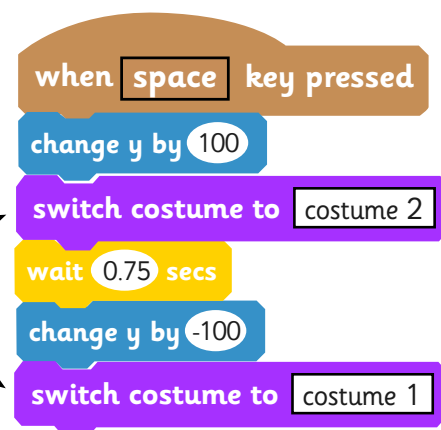
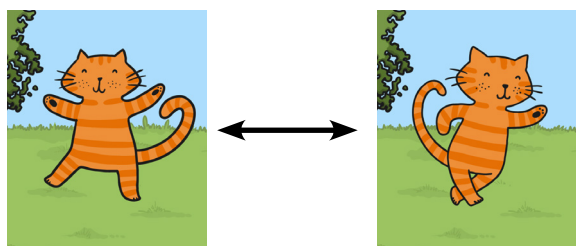




# Changing Costumes

## Character Sprite

- Can you write the code to change the costume of the Cat Sprite when he jumps?
- There is already a second version of the sprite in the Library to choose.
- Edit your code for the sprite to Switch Costume to Costume2 when the space key is pressed and the cat 'jumps' into the air.
- Remember to Switch Costume to Costume1 when he lands back down!

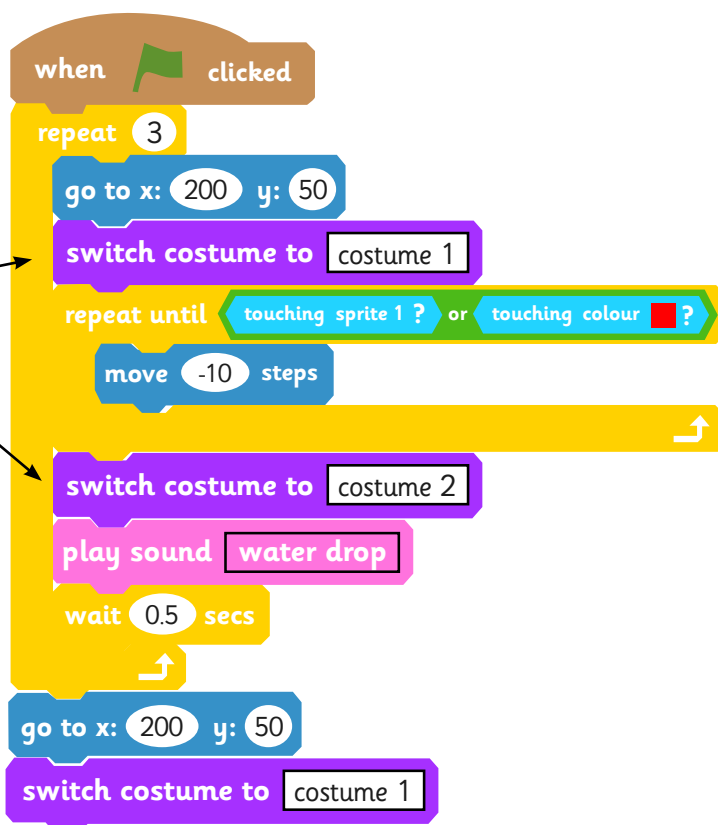
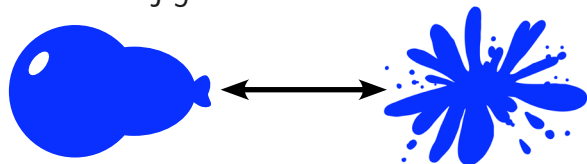


## Balloon Sprite

First you will need to paint a new costume for your balloon. Can you make a 'splat' version using the paint tools?

Now add this costume change to your code. Click on the Balloon Sprite.

- Switch Costume to Costume1 when the balloon goes to the starting position.
- Switch Costume to Costume2 (Splat) when the sprite is touching either the cat or the wall (this must appear outside the Repeat Until block. Make sure you have a Wait block to be able to see the costume change.
- 3. Switch Costume to Costume1 again at the end of your code.



## Challenge

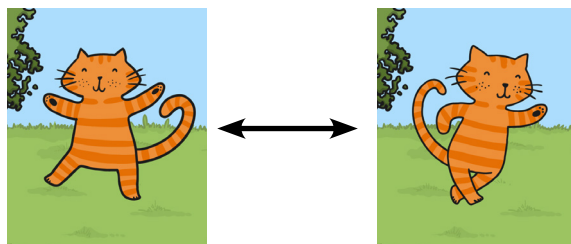
- What other costume changes could you plan and implement?
- Save your file as a new version and try experimenting.



# Changing Costumes

## Character Sprite

- Can you write the code to change the costume of the Cat Sprite when he jumps?
- There is already a second version of the sprite in the Library to choose.
- Edit your code for the sprite to Switch Costume to Costume2 when the space key is pressed and the cat 'jumps' into the air.
- Remember to Switch Costume to Costume1 when he lands back down!

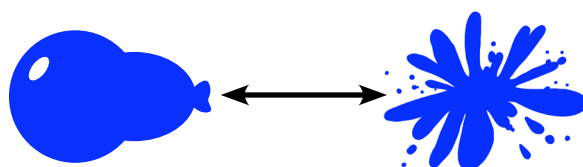


## Balloon Sprite

First you will need to paint a new costume for your balloon. Can you make a 'splat' version using the paint tools?

Now add this costume change to your code. Click on the Balloon Sprite.

- Switch Costume to Costume1 when the balloon goes to the starting position.
- Switch Costume to Costume2 (Splat) when the sprite is touching either the cat or the wall (this must appear outside the Repeat Until block. Make sure you have a Wait block to be able to see the costume change.
- Switch Costume to Costume1 again at the end of your code.



## Challenge

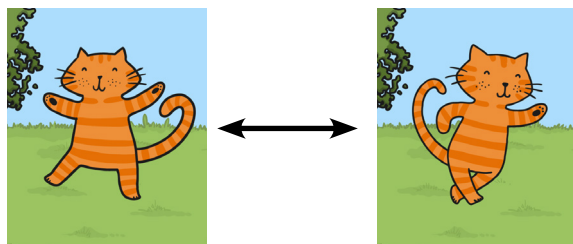
- What other costume changes could you plan and implement?
- Save your file as a new version and try experimenting.



# Changing Costumes

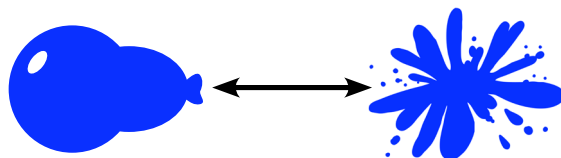
## Character Sprite

- Can you write the code to change the costume of the Cat Sprite when he jumps?
- There is already a second version of the sprite in the Library to choose.
- When will the costume need to change? When will it need to change back?



## Balloon Sprite

- First you will need to paint a new costume for your balloon. Can you make a 'splat' version using the paint tools?
- Now add this costume change to your code.
- When will the costume change this time?



## Challenge

- What other costume changes could you plan and implement?
- Save your file as a new version and try experimenting.