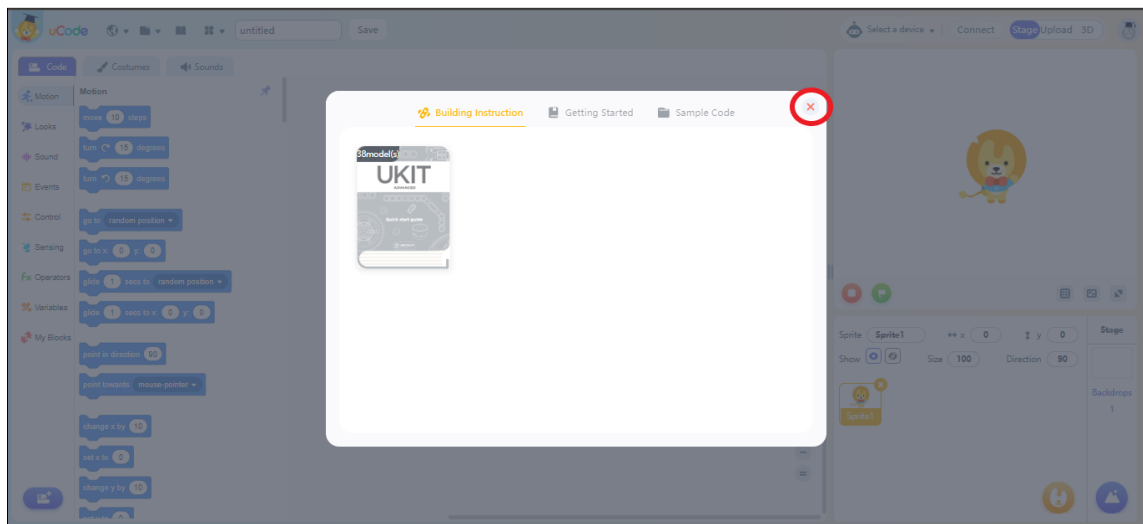


Topic: Animation, Holidays

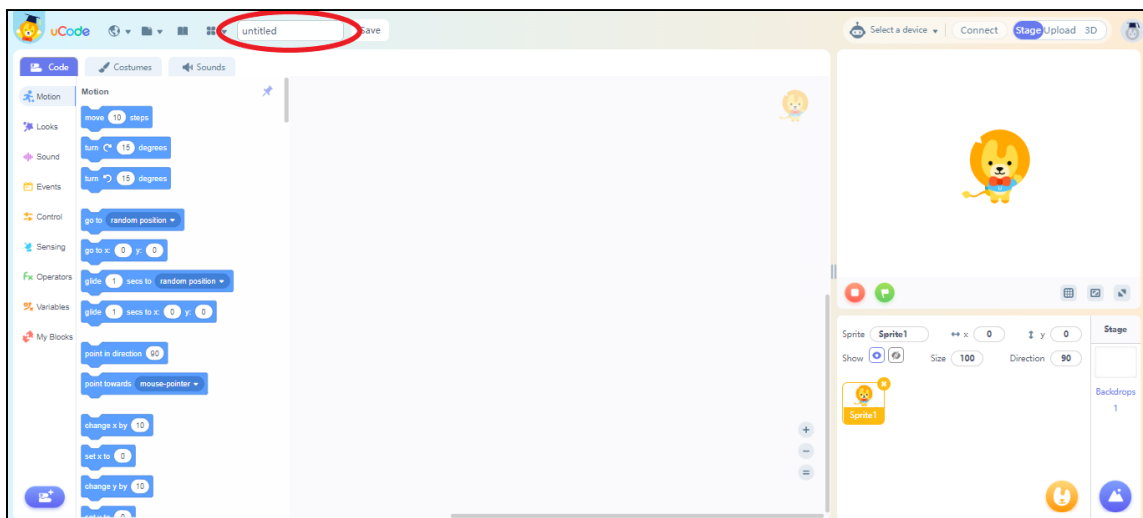
Short Description: In this lesson, you will create an animated card for a holiday or event of your choosing.

Steps:

1. Open [uCode](#) in a web browser. Google Chrome is preferred.
2. Close the **Resource Center** pop-up.





3. Give your project a title.

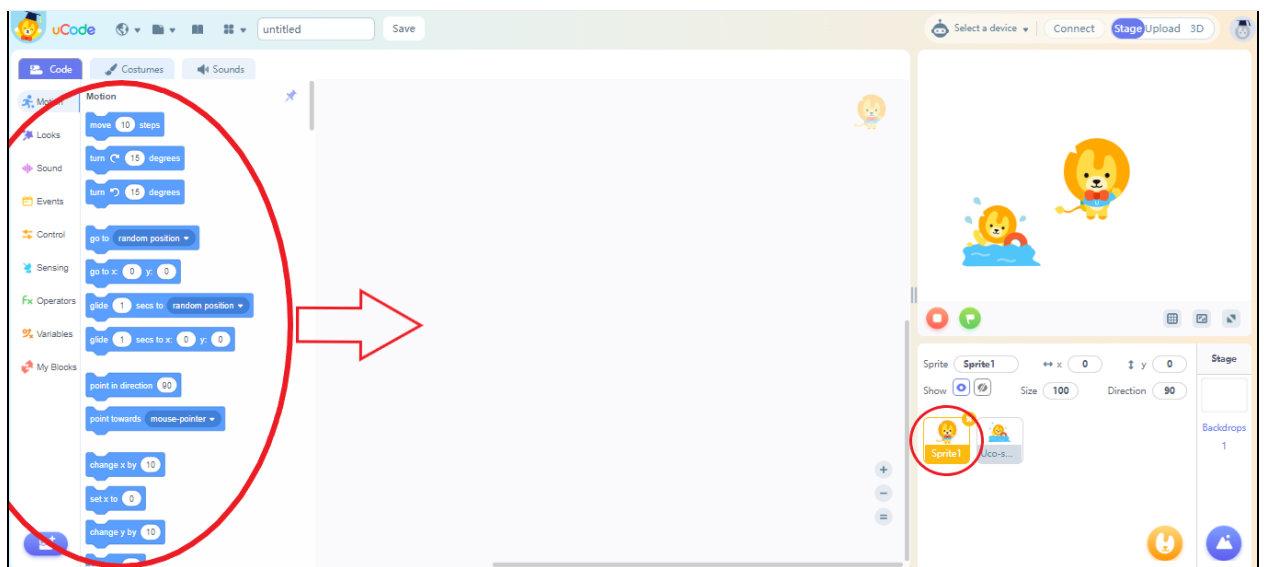


4. Click the **Choose a Backdrop** icon at the lower-left corner of your screen. Choose a background that will go with the theme of your card.



5. Click **Sprite1**. If you want to keep this sprite, you may. If you want to delete this sprite, click the X in the corner of the sprite. 
6. To add more sprites, click the **Choose a Sprite** icon in the lower-right corner to the left of the **Backdrop** icon. Choose sprites that go along with your theme. You may add as many as you like. 
7. After you have the sprites you want, use your mouse to position the sprites in the **Staging Area**.
8. Once your sprites are where you want them, select one of the sprites to program. To do this, click the specific sprite below the **Staging Area**, and then click the drawers on the left side of the screen to drag the blocks you want to use to the coding space in the middle of the screen.

To program each sprite, ensure you select the one you want to program each time. The code will stay with the sprite unless you click a different one. Each sprite can have completely different programs!



9. As you add code to your sprites, run your code to see if it does as you want. If so, continue until you have it like you want. If not, use problem-solving skills to figure out what you need to change. You could always consult a classmate for advice.
10. When you are finished, you can show your full code to others or save it to your device/account.

Created by Sherry King
2021-2022 member of UBTECH Education's Teacher Ambassador Program



© 2022 UBTECH Education, 767 S. Alameda St., Suite 250, Los Angeles, CA 90021

All rights reserved. This guide and related documentation are protected by copyright and are distributed under licenses restricting their use, copying, and distribution. No part of this guide or related documentation may be reproduced in any form by any means without the prior written authorization of UBTECH Education.

By honoring our copyright, you enable us to continue investing in the creation of resources for education.