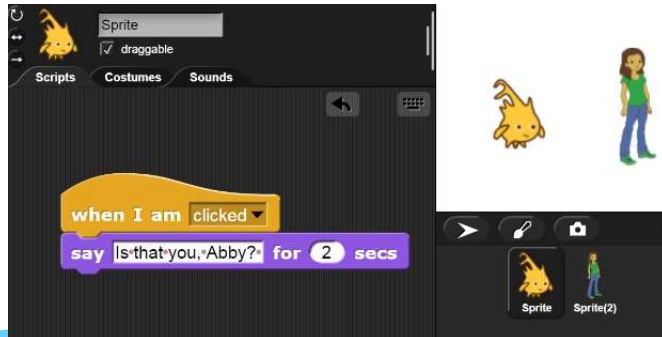
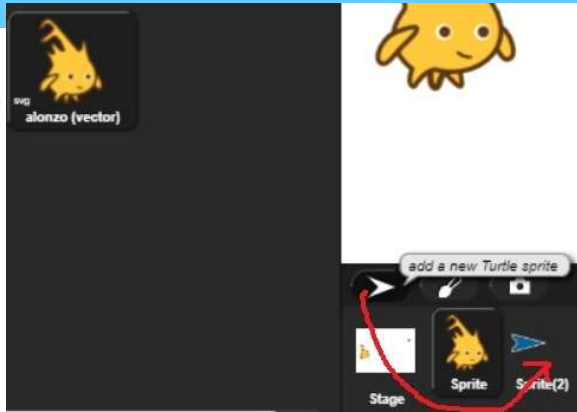


Snap! Card 04

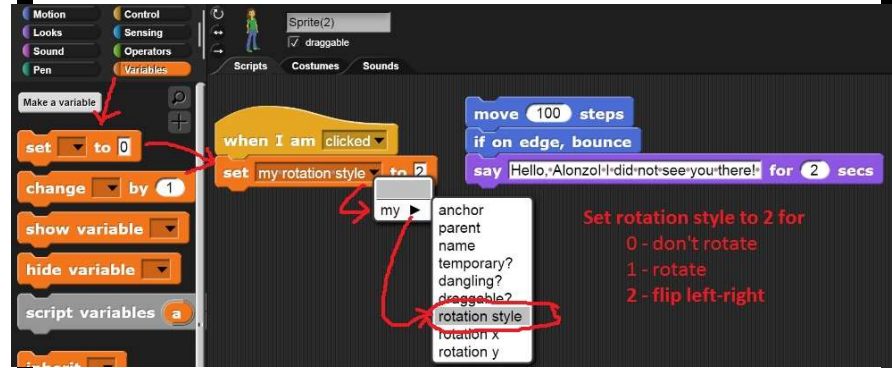
4. Face Each Other

1. Select the file symbol and select **Costumes**. Replace the turtle/robot with any character facing right, then select the add a new turtle sprite button below the stage.



2. The majority of sprites are RIGHT-facing, so since Snap! Has extremely limited image editing, you will have to **bounce** and set a **flip left-right rotation style**.

3. Insert the following code with the new block being for setting the rotation style under orange **Variables** select the **set to a block** drop to my (represents current placement) then rotation style which will be set to **2**



4. Having to travel to the edge and bounce off the wall to flip the sprite seems to be the only way to activate this feature at this time. You may have to choose a left-facing sprite.

<https://snap.berkeley.edu/> and choose **Run Snap!**

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

