4. Then bring over three Motion bricks for glide 1 secs to x: o y: o

you do not have to create the exact same numbers as below but your ghost should glide forward and back three times so

- x: positive number y: positive number
- x: positive number y: negative number
- x: negative number y: negative number

end the loop with a go to random position



Costumes

**5. Ghost Glide** 

1. Select the file symbol and select **Costumes** & Replace

the turtle/robot with any **ghost** then select **Scripts** tab

2. Since there are not multiple costumes for a ghost we will not be animating the ghost.

Cancel

Import

Make A Card

3. Select Control bricks for When green flag clicked and a forever loop.

1. Fold the card in half.

for coding

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point in direction 90 🖁 when 🚬 clicke point towards mouse-points glide 1 secs to x: 20 y: 80 go to x: 0 y: 0 glide 1 secs to x: 10 y: -20 go to random position glide 1 secs to x: -100 y: -100 glide 1 secs 🐧 x: 0 go to random position \*

change x by 10

2. Put glue on the back.

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

Snap! Card 05

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