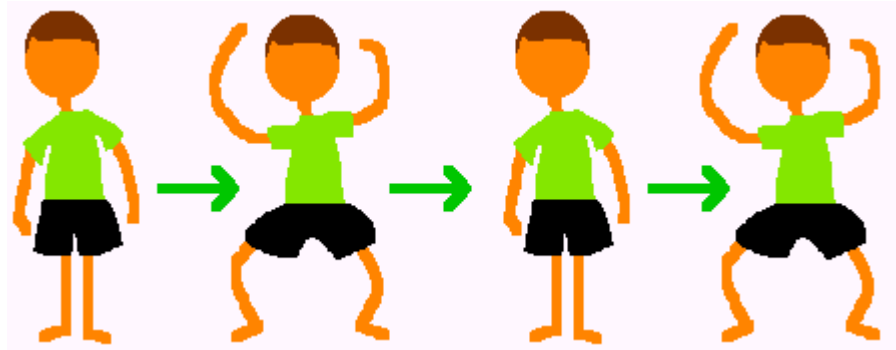


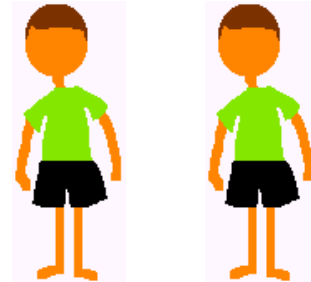
Jumping Jacks

A MicroWorlds Activity Page

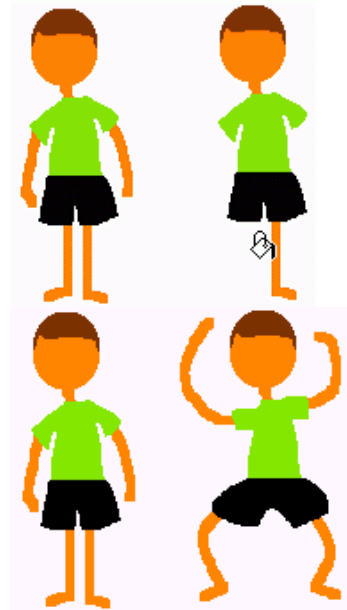


Make an animation using two versions of the same shape. Let's use jumping jacks as an example:

1) Use the drawing tools to draw a person and place it in the shapes center. (See the *Make a Shape* activity page.) Then place a second copy of the person on the page.



2) Spill white paint to erase the arms and legs on the second person. (Or use white rectangles or the eraser tool to remove the parts you don't want.)



3) Draw the arms and legs in new positions. If you need to, adjust the clothing on these new arms and legs. Copy this second person into the shapes center.

4) Hatch a turtle. Right-click and choose *Edit* to open its dialog box. Write commands to switch between the two people shapes. *Setsh* stands for "set shape." If you have named your shapes, you can use names instead of numbers, like this:

```
setsh "boy1 wait 2 setsh "boy2 wait 2
```

Set the instruction to *many times*. Click OK.



5) Click on the turtle and watch it change back and forth between the two shapes. Click it again to stop the action.

Try changing the numbers after *wait* to make your character move faster or slower.



What else can you animate?

Can you make a girl dance or blink her eyes or shake her head or bounce a ball?

Can you make a boy swing a bat? (Try setting the instruction to *once*.)

Can you make a bird or a butterfly flap its wings?

Can you make a cat twitch its tail?

Can you make waves crash or lightning strike?

Can you make an animation using three versions of a shape?