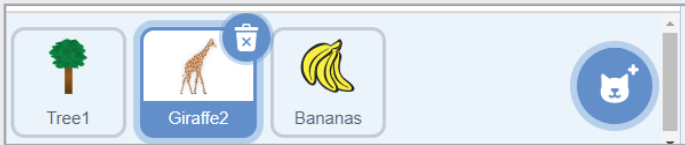


INSERTING CONDITIONALS

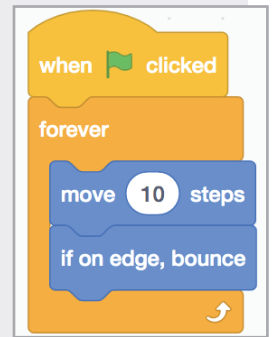
1

Click on your animal Sprite



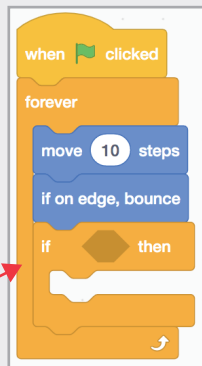
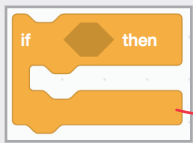
2

Remake the “loop” code for your animal Sprite



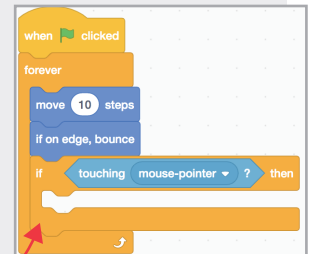
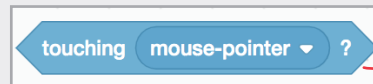
3

Put the “if then” block inside your loop code



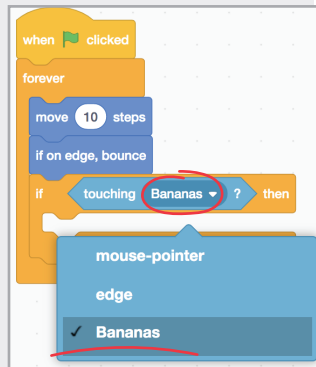
4

Put the “touching mouse pointer” block inside the “if then” code block



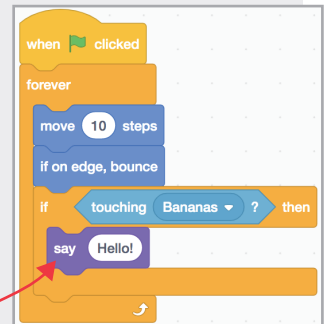
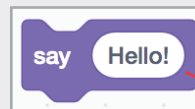
5

Click on “mouse pointer” and change it to your animal’s food



6

Put the “say hello” block inside the “if then” block



7

Change the word “Hello!” To “Yummy”



8

Your new code is ready to use. Make sure to test it!

