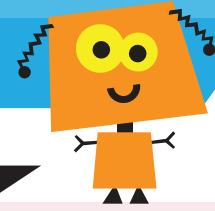


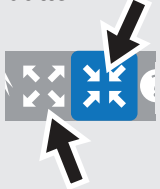
Scratch 2 to Scratch 3: Sprite size + behaviour



Scratch 3 has lots of great new features. But quite a few things have changed. Let's look at sprite size and behaviour.

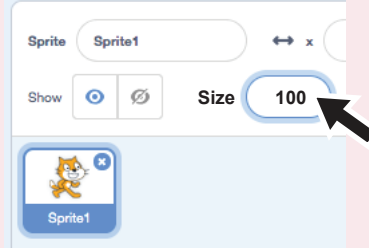
Re-sizing Sprites

In Scratch 2 you could shrink a sprite with this button:



..or make them bigger with this one.

In Scratch 3 you need to set the size as a percentage here:



(50 = small, 100= normal, 200= large etc).

set size to 150 %

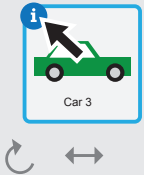
Or you could add a **set size to** block into your code.

Scratch 2

Scratch 3

Rotation Style

In Scratch 2 you set an icon's properties with the *i* button. This set things including whether it rotated or flipped when it changed direction.



In Scratch 3 you have to set rotation style using a code block:

set rotation style left-right

✓ left-right
don't rotate
all around

Good for games like Cross the Road.

Use for maze games.

The default setting.

Scratch 2

Scratch 3

Sprite X & Y Coordinates



Scratch 3 makes it easy to see or set the coordinates of a sprite.

The X value tells Scratch how far to place the sprite to the left or right on the screen.

The Y value shows how far to place the sprite up or down on the screen.

