

Master Code Key: Shrimp Game Part I

Making the shrimp move around

```
when clicked
  forever
    if key up arrow pressed? then
      change y by 7
      next costume
    if key down arrow pressed? then
      change y by -7
      next costume
    if key right arrow pressed? then
      change x by 7
      next costume
    if key left arrow pressed? then
      change x by -7
      next costume
```

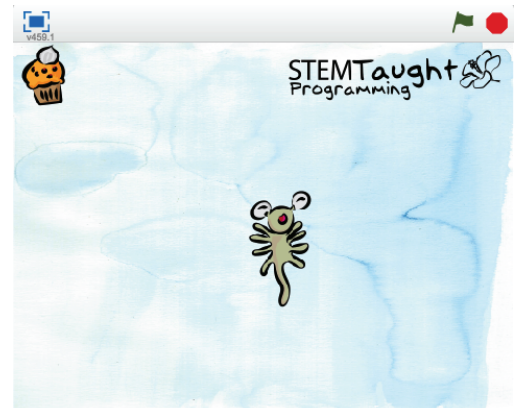


Sprite 1: Shrimp Sprite

Note: This sprite has many costumes inside it that are used for the swimming animation.

Programming objective:

- Students use the arrow keys to make it swim around
- Students use the next costume command to make a swimming animation.



This is the scratch template your students will be using