



Character Builder

Coder Resources

Project Sequence

(complete each step before moving to the next)

1. [How to remix the Character Builder project](#)
2. [Sign in and remix this project](#)
3. [Create custom costumes](#)
 - a. Additional resources:
 - i. Video: [Image editor: Bitmap mode](#) (5:16)
 - ii. Video: [Image editor: Vector mode](#) (5:00)
4. [Make sprites draggable](#)
5. Review
 - a. [Create custom buttons](#)
 - b. [Code your buttons](#)
 - c. [Indicate a button is pressed](#)
 - d. [Hold down a button](#)
 - e. [Reset a sprite's appearance](#)
6. Create a character builder
 - a. Friendly reminder - [Make sprites draggable](#)
7. [Add in comments](#)

Project Extensions

(pick and choose extensions that sound interesting)

1. [Use the example project as a guide](#)
 - a. Read the comments in the example project for more project ideas
2. [Match sounds to a costume](#)
3. [Create music player controls \(Advanced\)](#)
4. [Share your project](#)
5. [Create a thumbnail](#)
6. [Learn even more Scratch tips](#)
7. [Learn how to use a micro:bit with Scratch](#)

Debugging Exercises

(practice your debugging skills by solving these bugs)

1. [Why doesn't the bowtie spin when clicked?](#)
2. [Why does the "next song" button work, but the "previous song" button keeps repeating the same song?](#)
3. [Why doesn't the shirt move to Dani when the random button is clicked?](#)
4. ***micro:bit required*** [Why can I reset and randomize the costumes with the micro:bit buttons, but only Dani is randomized when I shake the micro:bit?](#)
5. [Even more debugging exercises](#)

Example Project and Files

(use these resources to see the original project, learn how to remix the project, or to challenge yourself)

1. Project: [Example project](#)

2. **Remix project:** [Remix project](#)
3. **Video:** [Project Preview](#) (1:33)
4. **Video:** [Remixing a project](#) (2:42)
5. **Video:** [How to reverse engineer a project](#) (2:29)