

Lesson 8: Sprites

Overview

Question of the Day: How can we use sprites to help us keep track of lots of information in our programs?

Today you will learn about sprites which will not only give you a way to keep track of various pieces of information in your programs but will also allow you to create more interesting and fun images!

Vocabulary

- **Sprite** - A character on the screen with properties that describe its location, movement, and look.

Introduced Code

- `drawSprites()`
- `sprite.setAnimation(label)`
- `var sprite = createSprite(x, y, w, h)`

Resources

- [Introduction to Sprites](#) - Video ([Download](#))
- [The Animation Tab](#) - Video ([Download](#))

Levels



1

Predict



2-7

Skill Building

2

3

4

5

6

7



8

Check for Understanding



9

Practice



10



Assessment



11

Challenges