

Lesson 9: Sprite Properties

Overview

Question of the Day: How can we use sprite properties to change their appearance on the screen?

In this lesson, you will continue working with sprites, using their properties to change their appearance.

Vocabulary

- **Dot notation** - the way that sprites' properties are used in Game Lab, by connecting the sprite and property with a dot.
- **Property** - A label for a characteristic of a sprite, such as its location and appearance







Introduced Code

- `sprite.rotation`
- `sprite.scale`
- `sprite.x`
- `sprite.y`

Resources

- [Sprite Properties](#) - Video ([Download](#))

Levels

 1	Prediction
 2-3	Skill Building
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 4	Practice
 5 	Assessment
 6	Challenges