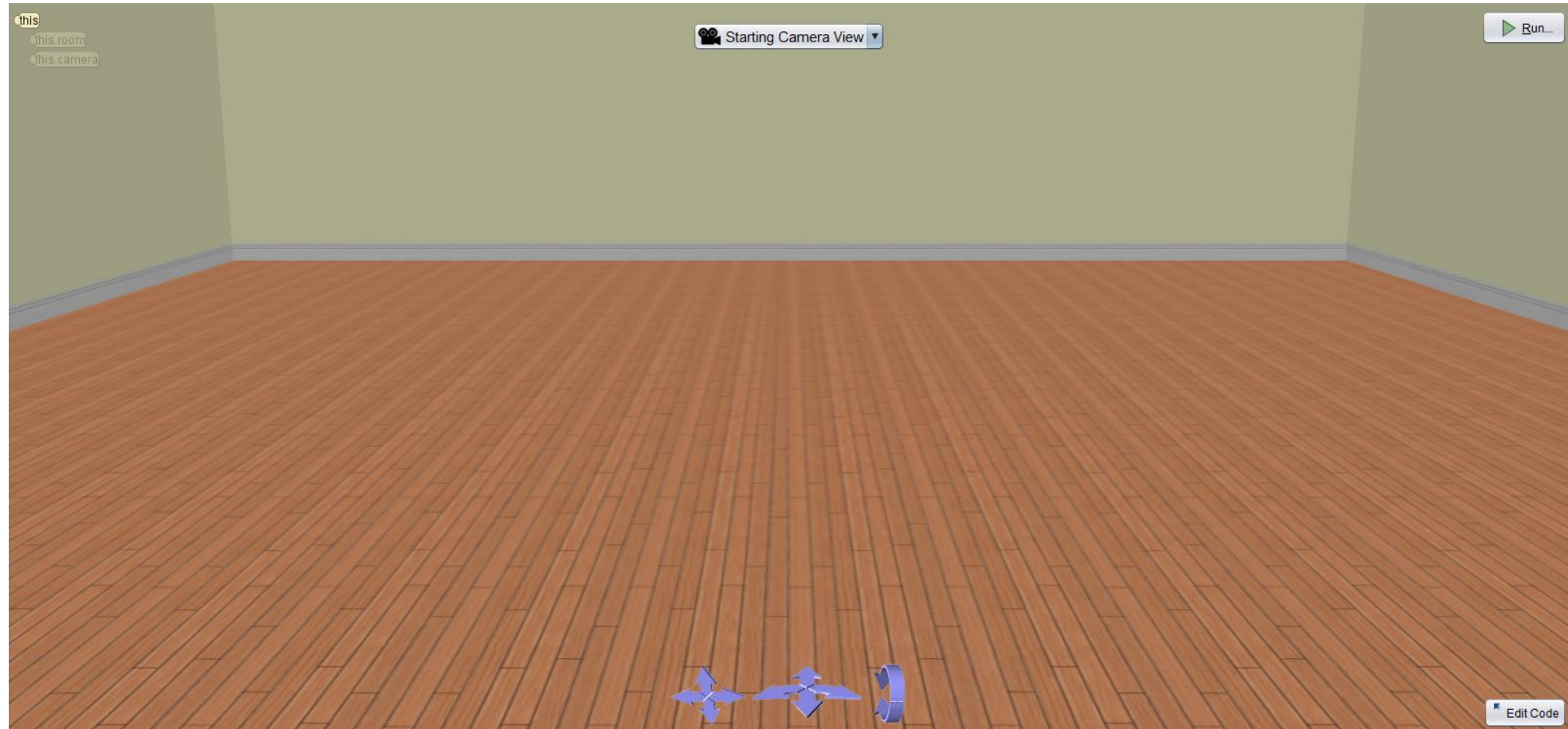


**Welcome, today you will do your
presentation on a child who falls on
Alice.**

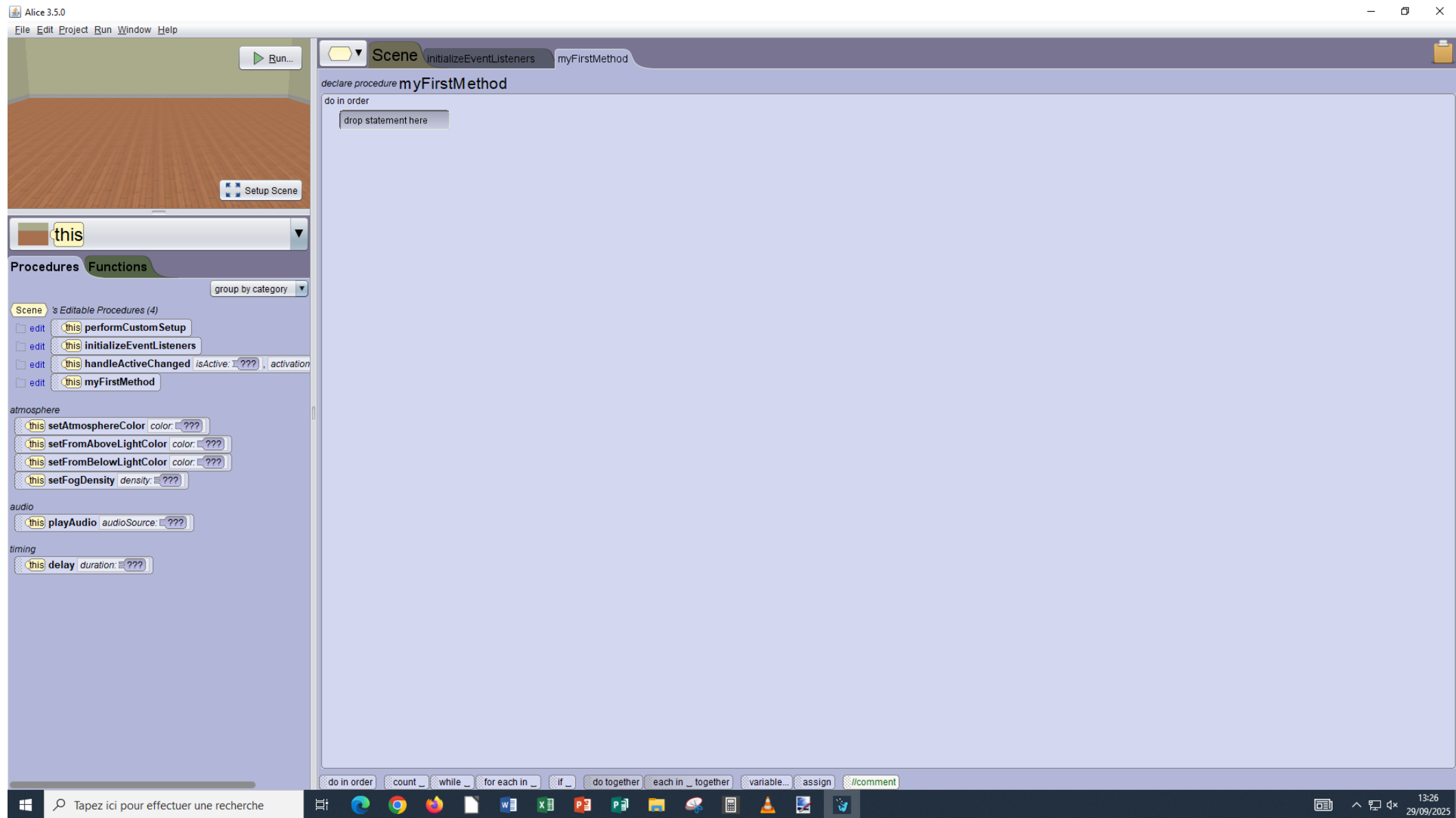
to open Alice
(which is in the application
search bar)



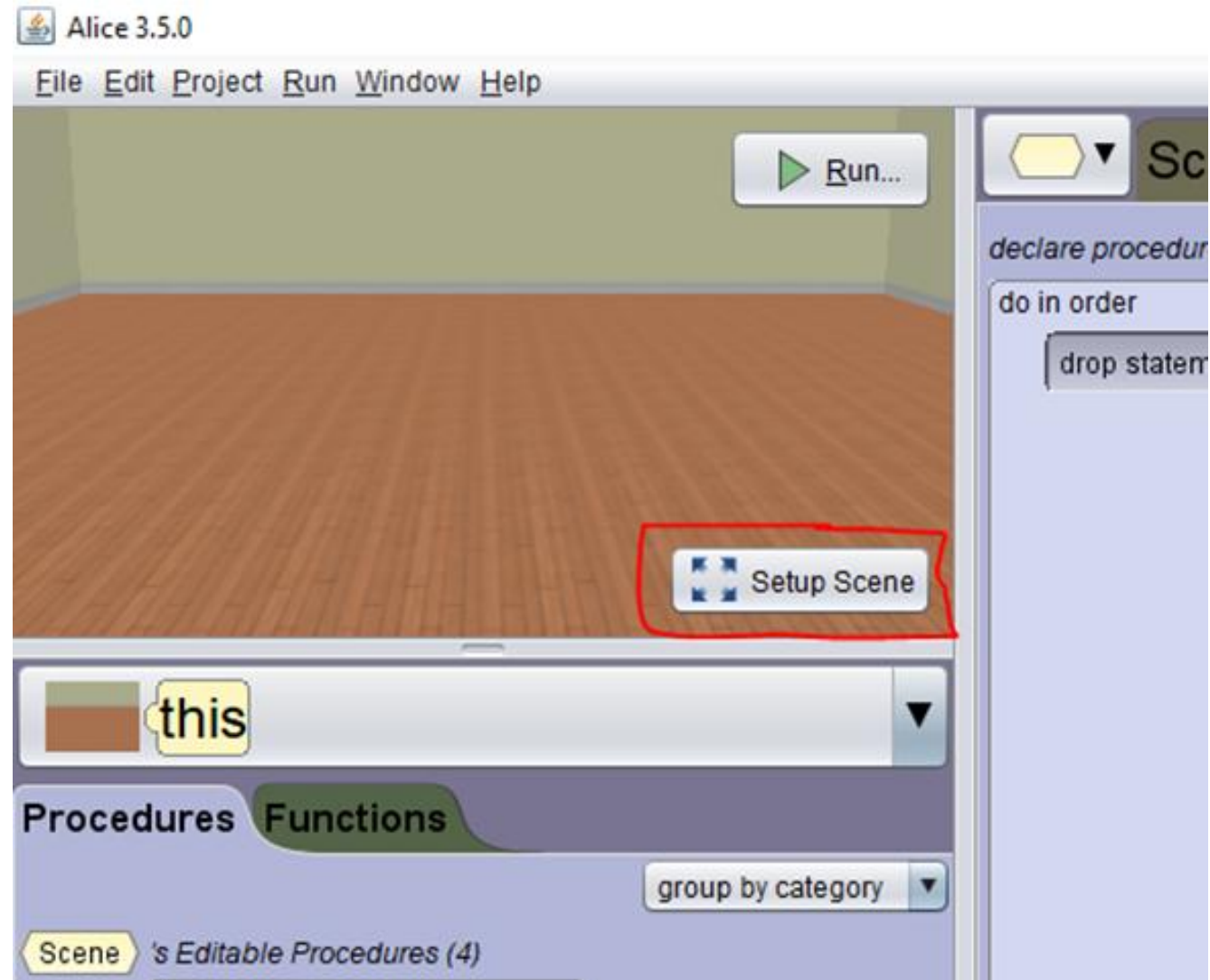
Take the « room »



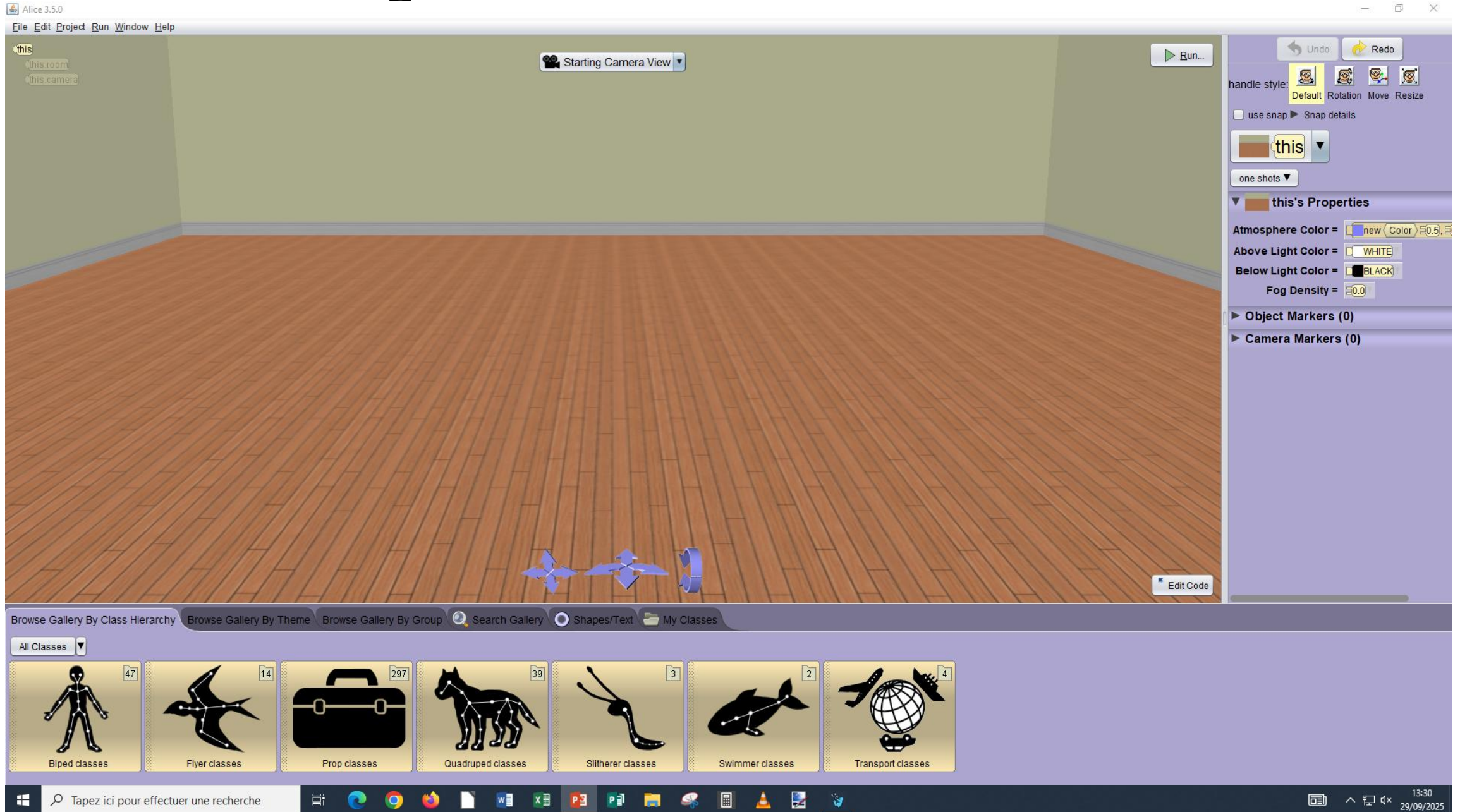
You arrive here :



Go inside :



You are arriving there :



Go inside :

And go to new BedDouble and click on the 4th bed
then on OK



Move it to the top right corner:



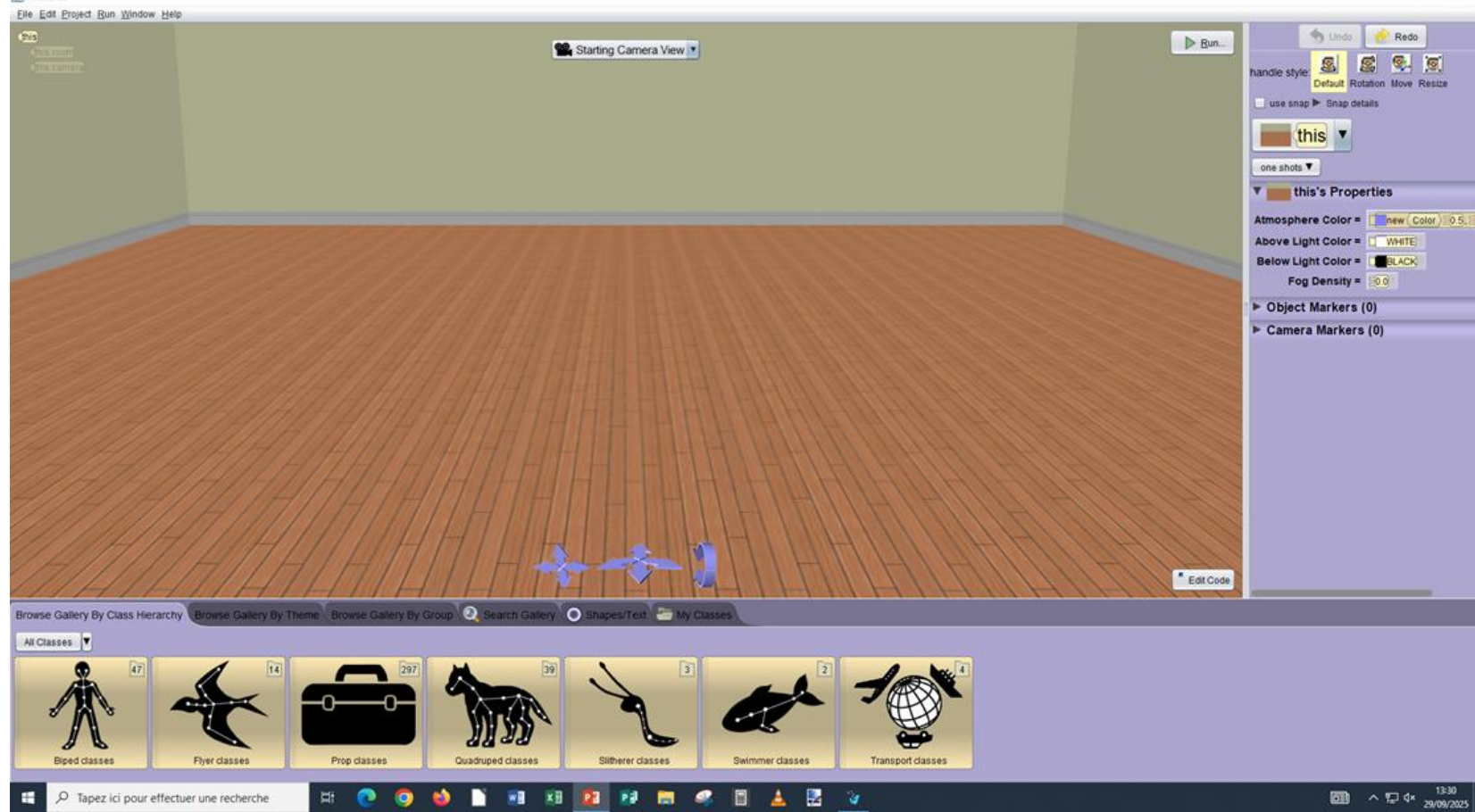
Which gives its :



Click on the
human :

you come
across this

:



then press new child:

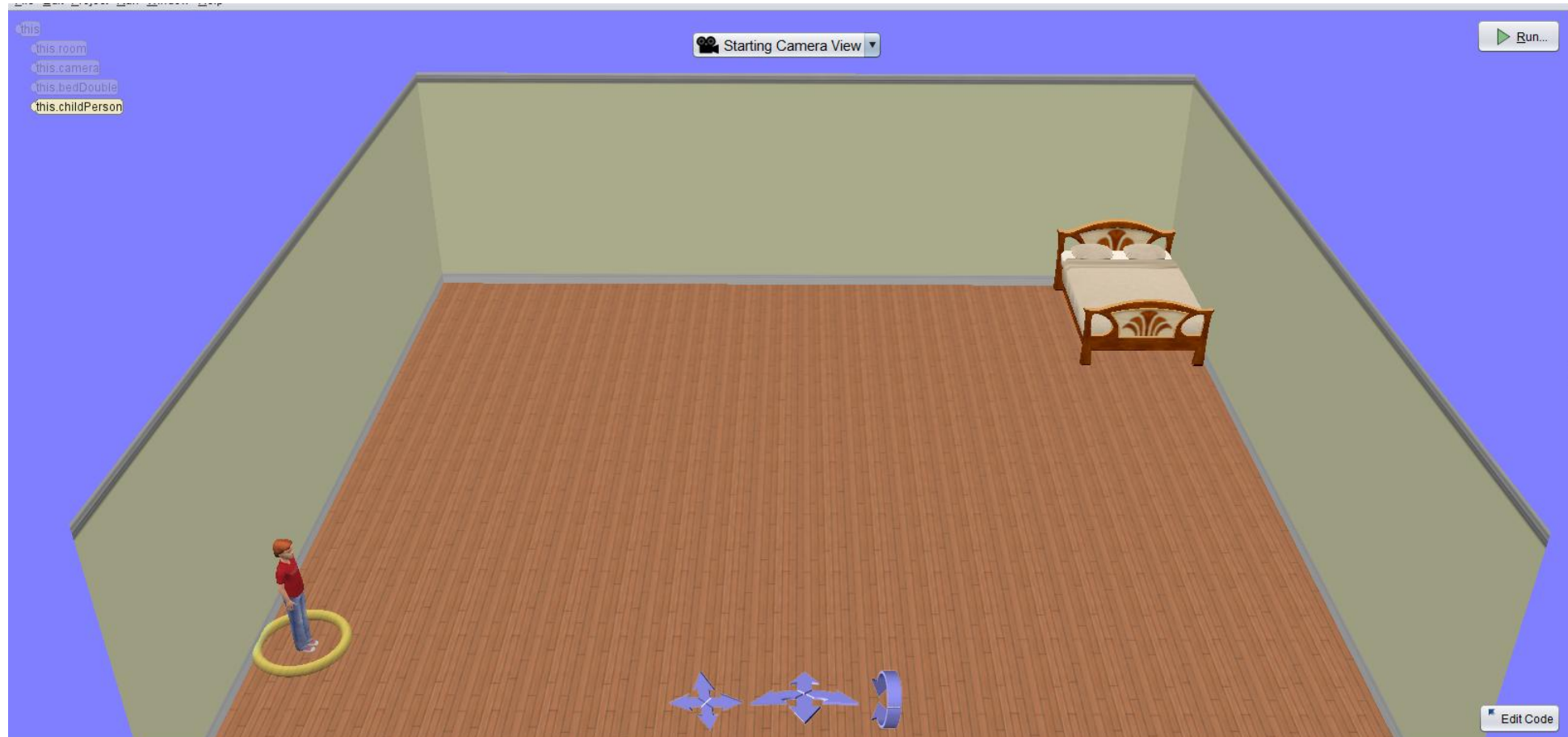


you come across this :

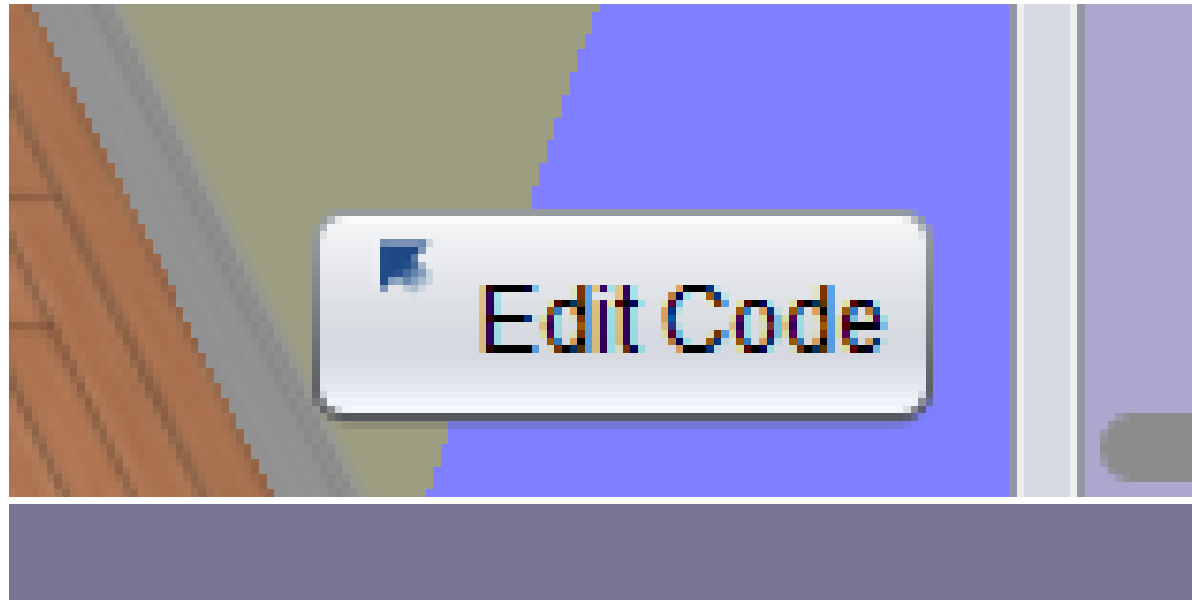


Create the skin you want, enjoy yourself, then press OK

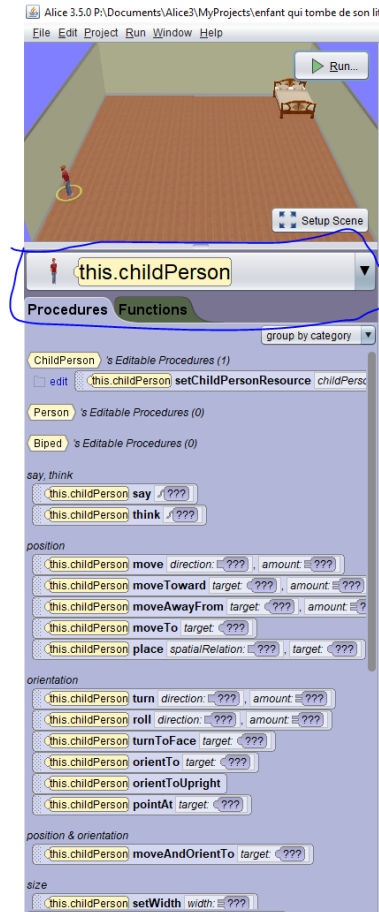
Place it there :



Now we are going to write the code for the animation, so click on edit code:



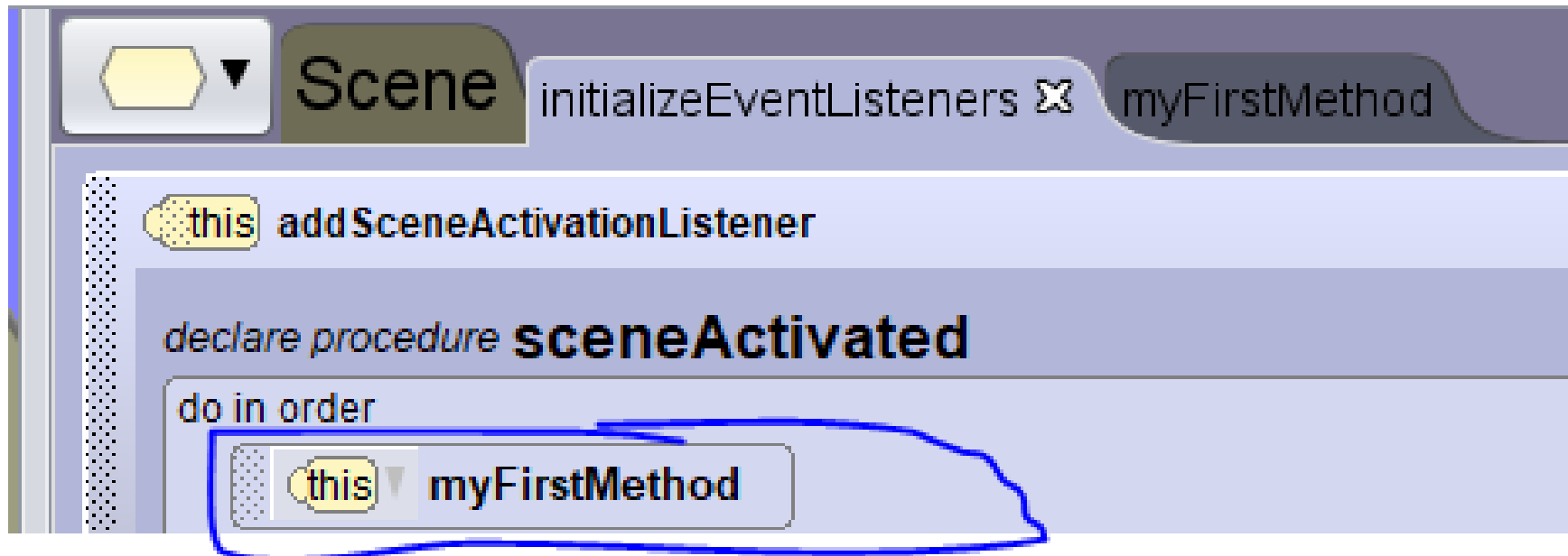
Go here and select childperson



Take it :



And put it underneath this :



Do this :



```

this addSceneActivationListener
declare procedure sceneActivated
do in order
  this myFirstMethod
  this.childPerson moveTo this add detail
  this.childPerson place IN_FRONT_OF this.bedDouble add detail
  this.childPerson turn RIGHT 0.5 add detail
  this.childPerson move UP 1.0 add detail
  this.childPerson turn FORWARD 0.25 add detail
  this.childPerson move LEFT 2.0 add detail
  this.childPerson turn RIGHT 1.0 asSeenBy this.childPerson duration 0.5 animationStyle BEGIN_AND_END_ABRUPTLY
  this.childPerson move FORWARD 0.5 add detail
  this.childPerson think "aie im hurt" + 😊 add detail

```

The image shows a Scratch script editor with a procedure named **sceneActivated**. The procedure is triggered by the **this addSceneActivationListener** block. It contains a **do in order** loop with the following blocks:

- this myFirstMethod**
- this.childPerson moveTo this add detail**
- this.childPerson place IN_FRONT_OF this.bedDouble add detail**
- this.childPerson turn RIGHT 0.5 add detail**
- this.childPerson move UP 1.0 add detail**
- this.childPerson turn FORWARD 0.25 add detail**
- this.childPerson move LEFT 2.0 add detail**
- this.childPerson turn RIGHT 1.0 asSeenBy this.childPerson duration 0.5 animationStyle BEGIN_AND_END_ABRUPTLY**
- this.childPerson move FORWARD 0.5 add detail**
- this.childPerson think "aie im hurt" + 😊 add detail**

To view your work, click here :



You arrive there :

and you just have to watch



Good luck!!!!!!! 😊😊😊