


Wake Up, Kitten!



Let's program Kitten to yawn when waking up in the morning.

WHAT YOU'LL LEARN

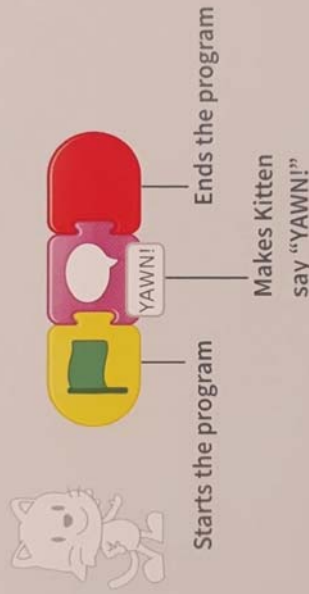
- Create a speech bubble with Say 

1 Wake Up, Kitten!

GET READY

Select the **Bedroom** background.

ADD YOUR CODE



Tip: tap the text in the **Say** block and use the keyboard to make Kitten say "YAWN!"

RUN IT!

Tap the **Green Flag** to run your program. Watch Kitten wake up with a yawn.

ON YOUR OWN

Make Kitten say something different.

Get Ready for School



Let's program Kitten to get out of bed!

WHAT YOU'LL LEARN

- Move a character with **Move Right** and **Move Down**

Get Ready for School

2

GET READY

Select the **Bedroom** background.

ADD YOUR CODE



Moves Kitten to the right 5 steps

Moves Kitten down 2 steps

Tip: tap the number in the **Move Right** and **Move Down** blocks to enter a different number.

RUN IT!

Tap the **Green Flag** to see Kitten move around.

ON YOUR OWN

Enter different numbers in the **Motion** blocks to make Kitten move to another part of the room.

Walk to the Bus Stop



Let's program Kitten to walk to the bus stop.

WHAT YOU'LL LEARN

- Repeat code with Repeat 

Walk to the Bus Stop

3

GET READY

Select the **City** background.

ADD YOUR CODE



Moves Kitten to the right 1 step

Repeats the block(s) inside 4 times

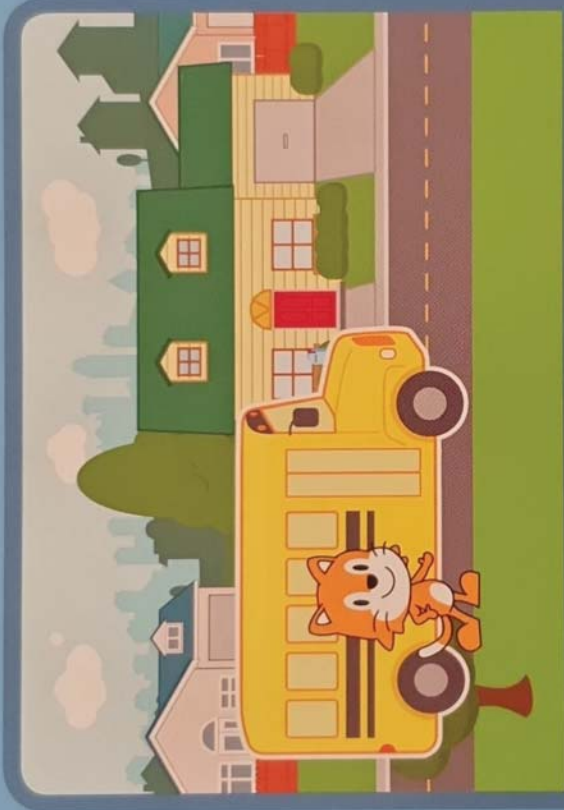
RUN IT!

Tap the **Green Flag**  to run the program.
You've made Kitten walk down the street using the **Repeat** block.

ON YOUR OWN

Add another character and use the **Repeat** block to make them walk to the bus stop too!

Catch the Bus



Let's program Kitten to get on the school bus.

WHAT YOU'LL LEARN

- Pause a program with **Wait** 
- Make a character disappear with **Hide** 
- Start two different programs at the same time with **Start on Green Flag** 

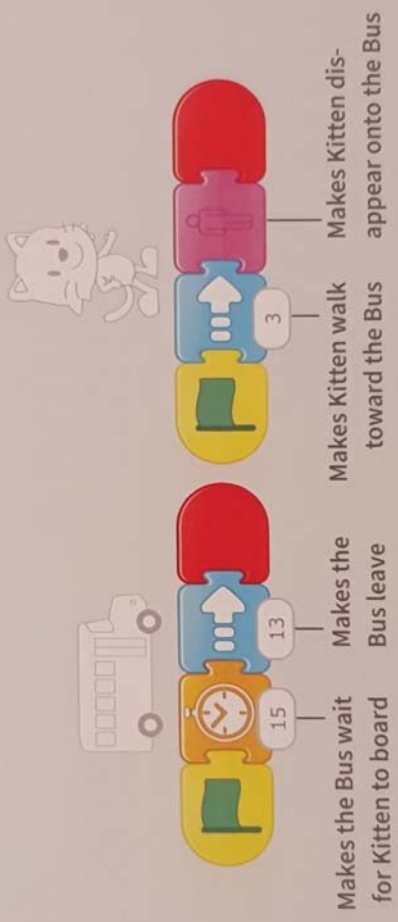
4

Catch the Bus

GET READY

Select the **Suburbs** background and add the **Bus** character. Tap and drag Kitten around on the Stage to bring Kitten in front of the Bus.

ADD YOUR CODE



RUN IT!

Tap the **Green Flag** to run both programs. Watch Kitten get on the Bus and ride to school.

ON YOUR OWN

Add another friend to ride the Bus with Kitten!

Go to School



Kitten made it to school! Let's program Kitten to walk into the school building.

WHAT YOU'LL LEARN

- Make a character smaller with **Shrink** 
- Make a character disappear with **Hide** 

Go to School

GET READY

Select the **City** background.
Drag Kitten to the left side of the Stage.


ADD YOUR CODE



Makes Kitten shrink
Makes Kitten disappear

Tip: a higher number in the **Shrink** block makes the character even smaller.

RUN IT!

Tap the **Green Flag**  to watch Kitten disappear into the building.

ON YOUR OWN



Add some friends to enter the school with Kitten!

Make Friends



Let's program Kitten and Teacher to introduce themselves.

WHAT YOU'LL LEARN

- Send a message with **Send Message** 
- Trigger a program to start when it receives a message with **Start on Message** 

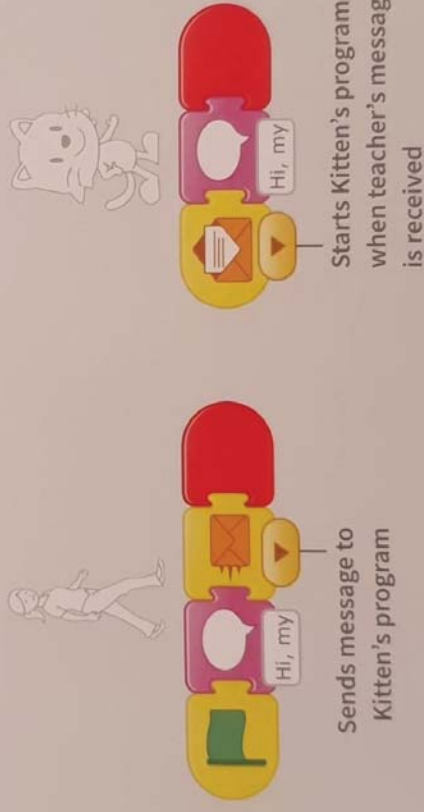
6

Make Friends

GET READY

Select the **Classroom** background.
Add a character to be Kitten's teacher.

ADD YOUR CODE



Tip: remember, you can edit the **Say** blocks to say whatever you want.

RUN IT!

Tap the **Green Flag**  to watch the teacher and Kitten have a conversation.

ON YOUR OWN

Program Kitten's friends to introduce themselves!

Make a Flower Grow



In science class, Kitten is learning all about plants. Let's write a program to make a flower grow.

WHAT YOU'LL LEARN

- Make a character bigger with **Grow**
- Repeat code with **Repeat**

Make a Flower Grow

7

GET READY

Select the **Classroom** background and add the **Tulip** character. Drag the Tulip to the blue table.

ADD YOUR CODE



Makes the Tulip grow **Grow** block 7 times

Tip: you can change the number using the number pad.



RUN IT!

Tap the **Green Flag** to make the Tulip grow.

ON YOUR OWN

Make the Tulip grow even bigger!

Go to the Library



Let's program Kitten to leave the classroom
and go to the library.

WHAT YOU'LL LEARN

- Add a new page to your project
- Move between pages with **Go to Page**

Go to the Library

8

GET READY

- Select the **Classroom** background for Page 1.
- Add a new page and select the **Library** background for Page 2.

ADD YOUR CODE



Moves Kitten to the right
10 steps to leave the classroom
(the library)



Takes Kitten to Page 2
(the library)



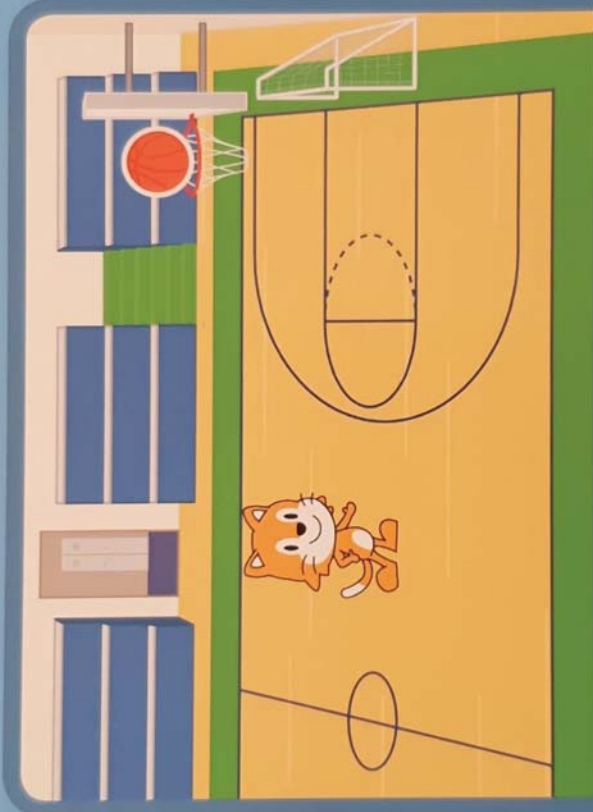
RUN IT!

Tap the **Green Flag** to watch Kitten
leave the classroom and enter the library.

ON YOUR OWN

Make Kitten go to another room in the school.
You can add up to four pages to your project.

Shoot for the Basket



Let's program Kitten to score a basket.

WHAT YOU'LL LEARN

- Run two programs at the same time for one character

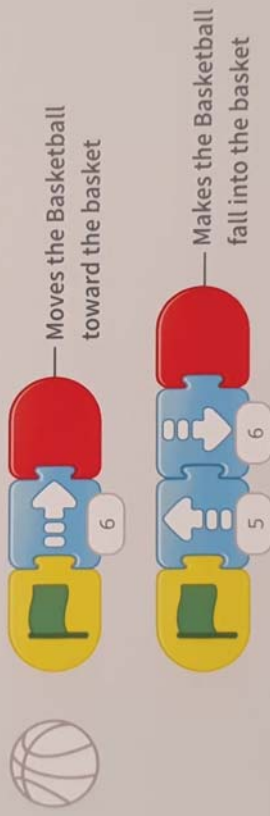
Shoot for the Basket

9

GET READY

Select either of the two **Gym** backgrounds.
Add the **Basketball** character.

ADD YOUR CODE



Tip: make sure Kitten and the Basketball are in the middle of the court.
If the ball misses when you run the program, try dragging Kitten and the ball to a different location.

RUN IT!

Tap the **Green Flag** to run both programs at the same time.
The Basketball should move up and to the right, toward the basket.

ON YOUR OWN

Did the ball make it into the basket? If not, try changing the numbers on the **Motion** blocks until the ball goes in.

Sing a Song



Kitten is practicing for a talent show.
Let's program Kitten to sing on stage.

WHAT YOU'LL LEARN

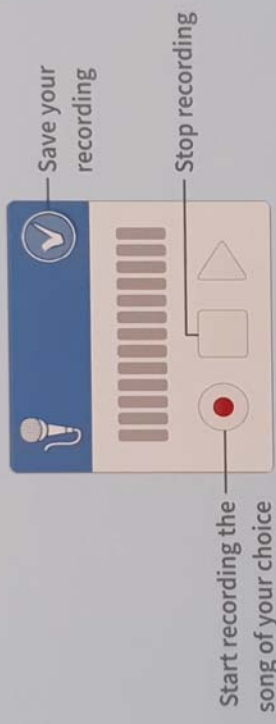
- Record and play your own sound with **Play Recorded Sound** block.

Sing a Song

10

GET READY

Select the **Theatre** background. Tap the **Microphone** icon to record the song you want Kitten to sing.



ADD YOUR CODE



You can add this block only after you record and save your sound

RUN IT!

Tap the **Green Flag** to hear Kitten sing in your voice.

ON YOUR OWN



Record more songs for Kitten to sing.

Pass the Soccer Ball



Let's program Kitten to pass the soccer ball to Penguin.

WHAT YOU'LL LEARN

- Trigger other programs with **Start on Bump** 
- Make a character turn with **Turn Right** 

Pass the Soccer Ball

GET READY

Select the **Park** background and add the **Penguin** and **Soccer Ball** characters.
Add a **Move Left** block to Penguin's Programming Area.
Tap it once to make Penguin face Kitten and then remove the block.

ADD YOUR CODE



Makes Kitten walk toward the ball and kick the ball




Both programs start when Kitten touches the ball



Makes the ball roll toward Penguin

RUN IT!

Tap the **Green Flag**  to watch Kitten kick the ball to Penguin.
If the ball doesn't move, move Kitten closer to the ball.

ON YOUR OWN

Make Penguin pass the ball back to Kitten.

Dance with Friends



Kitten and friends are rehearsing for a dance show. Let's program them to dance together!

WHAT YOU'LL LEARN

- Place a **Repeat** block  inside another **Repeat** block to make a nested loop

Dance with Friends

12

GET READY

Select the **Stage** background and add three more characters.

ADD YOUR CODE


This nested loop is part of the dance routine



Repeats the dance routine 4 times

Drag and drop Kitten's program to the other characters so they all have the same program.

RUN IT!

Tap the **Green Flag**  to watch Kitten and friends dance in sync.

ON YOUR OWN

Add more advanced moves.

Write on the Board



Teacher has written a math problem on the board. Let's have Kitten go up and solve it.

WHAT YOU'LL LEARN

- Make a character disappear with **Hide**
- Make a character appear with **Show**
- Pause a program with **Wait**

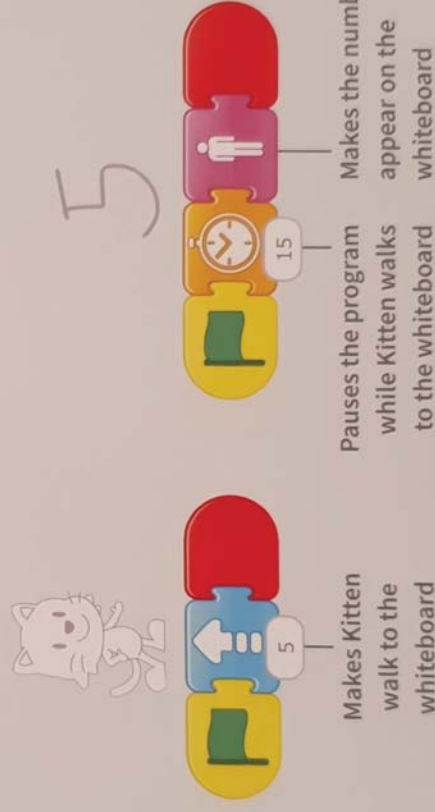
Write on the Board

13

GET READY

Select the **Classroom** background and edit it with the Paint Editor by drawing **2 + 3** on the board. Draw a new character for the number **5**. In the Programming Area for this new character, add a **Hide** block and tap it so the number remains hidden for now.

ADD YOUR CODE



RUN IT!

Tap the **Green Flag** to watch Kitten solve the problem.

ON YOUR OWN

Write a new math problem for Kitten to solve.

Show and Tell



It's time for show and tell!

Let's program Rabbit to disappear and reappear.

WHAT YOU'LL LEARN

- Add a sound with **Pop** 
- Pause programs with **Wait** 
- Run multiple programs at the same time

Show and Tell

14

GET READY

Select the **Classroom** background and add the **Rabbit** character to your project. In the Programming Area for Rabbit, add a **Shrink** block and tap it to make the Rabbit smaller.

ADD YOUR CODE



Makes Rabbit disappear



Makes Rabbit reappear

10

Pauses program



Plays pop sound when Rabbit disappears




Plays pop sound when Rabbit reappears

10

Pauses program

RUN IT!

Tap the **Green Flag**  to run both programs and watch Rabbit disappear and reappear with a pop.

ON YOUR OWN

Make Kitten perform another magic trick.

Erase the Board



The school day has ended.

Let's help Kitten erase the chalkboard.

WHAT YOU'LL LEARN

- Make a character disappear with **Hide** 
- Make a program start when characters collide with **Start on Bump** 

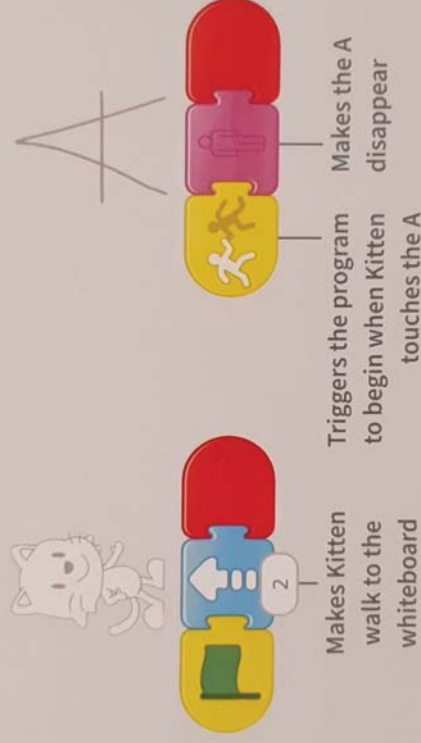
Erase the Board

15

GET READY


Select the **Classroom** background. Draw a new character that looks like the letter **A** and position it on the chalkboard.

ADD YOUR CODE



Tip: play around with Kitten's position to make sure Kitten will bump the letter A.

RUN IT!

Tap the **Green Flag**  to watch the A disappear once Kitten touches it.

ON YOUR OWN


Add different letters and pictures on the chalkboard for Kitten to erase.

Run for the Finish Line



Kitten goes to the park with friends after school. Let's program Dragon, Tac, and Kitten to run a race.

WHAT YOU'LL LEARN

- Control character speeds with **Set Speed** 

Run for the Finish Line

16

GET READY

Select the **Park** background and add the **Dragon** and **Tac** characters to your project.

ADD YOUR CODE



Drag and drop Kitten's program to the other characters so they all have the same program. Tap the arrow on the **Set Speed** block to choose a different speed for each character.

RUN IT!

Tap the **Green Flag**  to run all three programs. Watch Dragon, Tac, and Kitten race through the park.

ON YOUR OWN




Edit the **Set Speed** blocks to make a different character win the race.

Hide and Seek



Kitten and Fairy are playing hide and seek.
Let's help Kitten find a great hiding spot.

WHAT YOU'LL LEARN

- Make a character disappear with **Hide** 
- Move a character with **Move Right**  and **Move Up** 

Hide and Seek

17

GET READY

Select the **Park** background and add the **Fairy** character to your project.

ADD YOUR CODE



Makes Kitten walk toward the bench

Makes Kitten hide behind the bench

RUN IT!

Tap the **Green Flag** to see Kitten hide behind the bench.

ON YOUR OWN

Make Fairy go look for Kitten.

Tag, You're It!



Let's program Kitten and Tic to play tag at the park without stopping.

WHAT YOU'LL LEARN

- Pause programs with **Wait**
- Make a program start when characters collide with **Start on Bump**
- Run code continuously with **Repeat Forever**

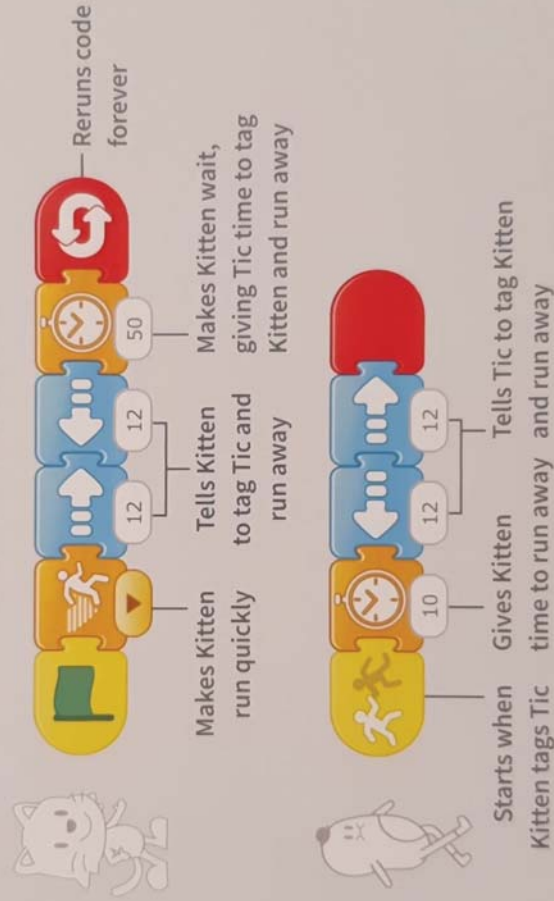
Tag, You're It!

18

GET READY

Select the **Park** background and add the **Tic** character to your project.

ADD YOUR CODE



RUN IT!

Tap the **Green Flag** to watch Kitten and Tic play tag all afternoon. You can tap **Stop** to give them a break.

ON YOUR OWN


Add another character to play tag with Kitten and Tic.

Stormy Weather



Kitten is playing outside, but the weather is getting stormy. Let's program Kitten to take shelter.

WHAT YOU'LL LEARN

- Start a program when you tap a character with **Start on Tap** 
- Move characters with **Move Right** 

Stormy Weather

19

GET READY

Select the **Woods** background and add the **Storm Cloud** character to your project.

ADD YOUR CODE



Makes the storm come



Makes Kitten run from the storm

RUN IT!

Tap the **Green Flag**  to make the storm come. Then tap Kitten to help Kitten escape.

ON YOUR OWN

Use the **Hide** block to make the Storm Cloud disappear when you tap it.

Walk by the River



It's time to walk home.

Let's help Kitten stay out of the river.

WHAT YOU'LL LEARN

- Combine **Move Right** and **Move Down** to move a character diagonally
- Run two programs at the same time using **Start on Green Flag**

Walk by the River

20

GET READY

Select the **River** background.

ADD YOUR CODE

These **Trigger** blocks start both programs at the same time



The **Motion** blocks work together to move Kitten down and to the right at the same time

RUN IT!

Tap the **Green Flag** to see Kitten walk along the river's edge.

ON YOUR OWN

Run three programs for Kitten at the same time.

Peach Picking



Let's help Kitten pluck wiggly peaches out of the trees.

WHAT YOU'LL LEARN

- Start a program when you tap a character with **Start on Tap** 
- Make a character wiggle with **Turn Right**  and **Turn Left** 

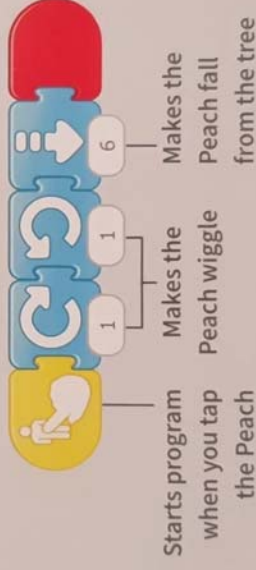
Peach Picking

21

GET READY

Select the **Summer** background and add the **Peach** character to your project. Tap and drag the Peach up to the peach tree.

ADD YOUR CODE



Starts program when you tap the Peach

Makes the Peach wiggle

Makes the Peach fall from the tree

RUN IT!

Tap the **Peach** on the Stage to run the program.

ON YOUR OWN


Enter different numbers into the **Turn Right** and **Turn Left** blocks to make the Peach wiggle even more.

Snack Time



Let's program Kitten to take a bite out of the Peach.

WHAT YOU'LL LEARN

- Start a program when you tap a character with **Start on Tap** 
- Make a character disappear with **Hide** 

Snack Time

GET READY

Select the **Summer** background and add the **Peach** character to your project. Drag the Peach into Kitten's hand.

ADD YOUR CODE



Wiggles the Peach as Kitten bites into it

Makes the Peach disappear (into Kitten's belly)

Tip: use the **Shrink** block to resize the Peach to fit in Kitten's hand.

RUN IT!

Tap the **Peach** to have Kitten take a delicious bite!

ON YOUR OWN


Have Kitten snack on other foods.

Stop Right There!



Kitten wants to run after a ball that rolled across the street. Let's program Kitten to stop.

WHAT YOU'LL LEARN

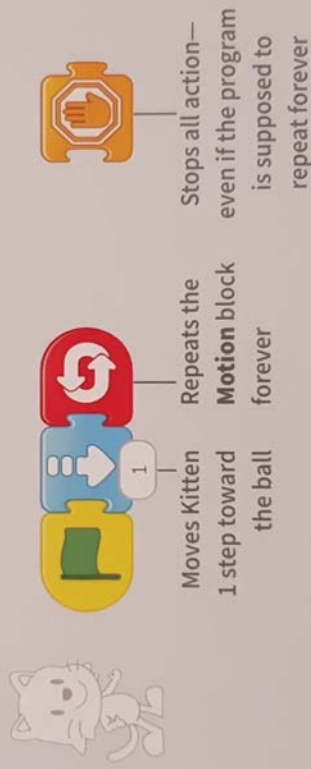
- Stop a program with  Stop

Stop Right There!

GET READY

Select the **Suburbs** background.
Add the **Basketball** character and place it on the other side of the street.

ADD YOUR CODE



Moves Kitten 1 step toward the ball

Repeats the **Motion** block forever

Stops all action— even if the program is supposed to repeat forever

RUN IT!

Tap the **Green Flag** to start the program.
Then tap the **Stop** block to stop Kitten from wandering into traffic.

ON YOUR OWN

Create another program where the **Stop** block would be helpful.

Growing Trees



Kitten's homework is to explore nature. Let's program different types of trees to grow right in front of Kitten's eyes.

WHAT YOU'LL LEARN

- Copy and paste one character's code into another character's Programming Area

Growing Trees

24

GET READY

Select the **Spring** background.
Add the **Pine Tree** and any other tree characters to your project.

ADD YOUR CODE



Tap and hold the Pine Tree's code, and then drag it to the other tree's character box and let go.



RUN IT!

Both trees should have the same code.
Tap either tree to make it grow.

ON YOUR OWN

Enter different numbers in the **Grow** blocks to make the trees even bigger once you tap them.

Playdate with Penguin



Kitten has a playdate with Penguin this afternoon.
Let's have Kitten and Penguin talk to each other.

WHAT YOU'LL LEARN

- Make a character face left with **Move Left**
- Send a message with **Send Message**
- Trigger a program to start when it receives a message with **Start on Message**

Playdate with Penguin

25

GET READY

Select the **Room** background and add the **Penguin** character to your project.
Add a **Move Left** block to Penguin's Programming Area.
Tap it once to make Penguin face Kitten and then remove the block.

ADD YOUR CODE



RUN IT!

Tap the **Green Flag** to watch Penguin and Kitten talk to each other.

ON YOUR OWN


Make Kitten and Penguin say different things.

Kitten in Space



Let's program Kitten to explore outer space!

WHAT YOU'LL LEARN

- Tilt a character with **Turn Left** 
- Make a character spin with **Turn Right** 

Kitten in Space

26

GET READY

Select the **Space** background.
Add a **Turn Left** block to Kitten's Programming Area.
Tap it once to tilt Kitten and then remove the block.

ADD YOUR CODE



RUN IT!

Tap the **Green Flag**  to watch Kitten cartwheel through space.

ON YOUR OWN




Add Penguin to join Kitten in space.

Buy Groceries



Kitten likes to go shopping for groceries.
Let's program Kitten to go to the store.

WHAT YOU'LL LEARN

- Make a character move with **Move Right** 
- Make a character smaller with **Shrink** 
- Make a character disappear with **Hide** 

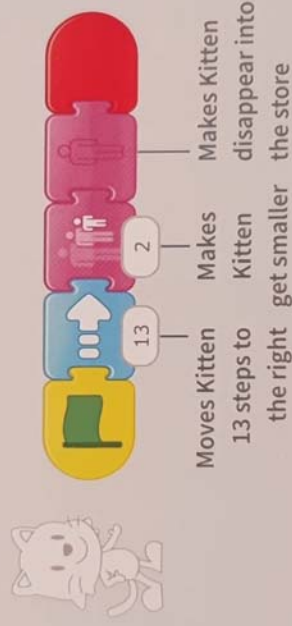
Buy Groceries

27


GET READY

- Select the **City** background.
- Add the **Store** character to your program.
- Drag the Store to the right side of the Stage and the Kitten to the left.

ADD YOUR CODE



RUN IT!

- Tap the **Green Flag**  to watch Kitten go to the grocery store.

ON YOUR OWN





Add a page where Kitten picks out food for dinner.

Find the Recipe Book



It's almost time for dinner.
Let's help Kitten find a recipe book.

WHAT YOU'LL LEARN

- Make a character bigger with **Grow** 
- Start a program with **Start on Bump** 
- Move a character with **Move Right**  and **Move Down** 

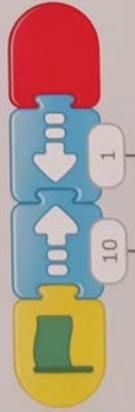
Find the Recipe Book

28

GET READY

Select the **Bedroom** background.
Create and add a **Recipe Book** character using the Paint Editor.

ADD YOUR CODE



Makes Kitten walk toward the book

10



Makes Kitten walk away from the book

1




Program starts when Kitten touches the book

2



Makes the book bigger so Kitten can find it

RUN IT!

Tap the **Green Flag**  to watch Kitten find the recipe book.

ON YOUR OWN

Help Kitten find a book on the shelf.

Watch TV



Kitten likes to watch TV programs about animals.
Let's tune in and watch elephants grow.

WHAT YOU'LL LEARN

- Make a character bigger and smaller with **Grow** and **Shrink**
- Repeat code with **Repeat**
- Control a character's speed with **Set Speed**

Watch TV

29

GET READY

Select the **Savannah** background.
Add the **Elephant** character.

ADD YOUR CODE



Sets Elephant's actions to the slow speed

Makes Elephant grow and shrink

Repeats growing and shrinking 4 times

RUN IT!

Tap the **Green Flag** to watch the elephant grow bigger and smaller.

ON YOUR OWN

Change the number on the **Repeat** block to see how many times the elephant can grow and shrink.


Jump on the Bed



Kitten loves bouncing on the bed.

Let's program Kitten to bounce on it four times.

WHAT YOU'LL LEARN

- Use negative numbers
- Make a character hop with Hop 

Jump on the Bed

30

GET READY

Select the **Bedroom** background.

ADD YOUR CODE



Makes Kitten hop down
-2

Repeats hopping
4 times
4

Tip: a negative number makes characters move in the opposite direction of the arrow on **Motion** blocks.

RUN IT!

Tap the **Green Flag** to make Kitten bounce.

ON YOUR OWN

Enter a positive number in the **Hop** block to see how Kitten's bouncing changes.

Feed Rabbit



Kitten's pet is hungry. Let's program Kitten to feed Rabbit a healthy treat.

WHAT YOU'LL LEARN

- Make a character smaller with **Shrink**
- Make a character hop with **Hop**
- Run multiple programs at once

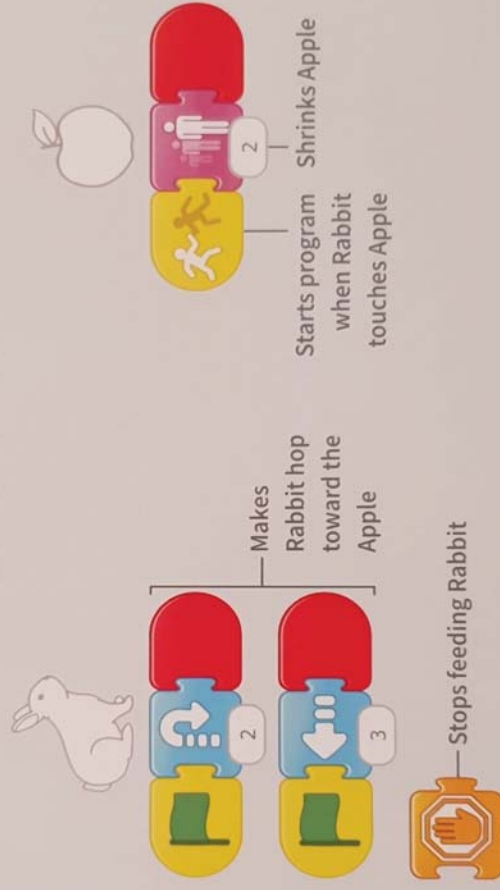
Feed Rabbit

31

GET READY

Select the **Park** background. Add the **Apple** character and place it next to Kitten. Add the **Rabbit** character. Add the **Move Left** block to Rabbit's Programming Area. Tap it once to make Rabbit face left and then remove the block.

ADD YOUR CODE



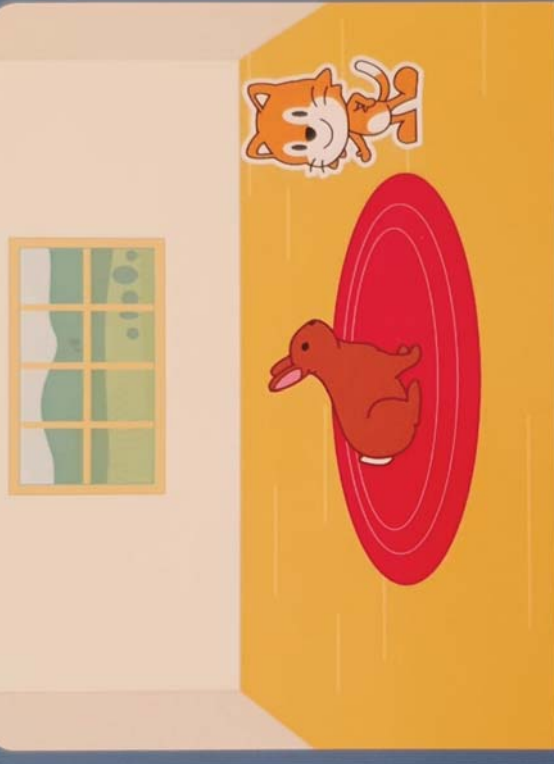
RUN IT!

Tap the **Green Flag** to watch Kitten feed Rabbit the Apple. Tap the **Stop** block once Rabbit is full.

ON YOUR OWN

Change the number on the **Shrink** block to make the Apple even smaller.

Play with Rabbit



Let's program Kitten and Rabbit to hop together and see who can hop higher.

WHAT YOU'LL LEARN

- Make characters hop with Hop
- Make two characters move at the same time

Play with Rabbit

32

GET READY

Select the **Empty Room** background.
Add the **Rabbit** character.

ADD YOUR CODE



Runs when you tap the Green Flag



Makes Kitten hop a little bit



Runs when you tap the Green Flag



Makes Rabbit hop higher than Kitten

RUN IT!

Tap the **Green Flag** to watch Kitten and Rabbit hop together.

ON YOUR OWN

Change how high Rabbit or Kitten can jump.

Twinkling Stars



Kitten likes to watch the stars before bed.
Let's program the stars to twinkle.

WHAT YOU'LL LEARN

- Make a character bigger and smaller with **Grow** and **Shrink**
- Run code continuously with **Repeat Forever**

Twinkling Stars

33

GET READY

Select the **Night** background. Create and add three **Star** characters using the Paint Editor. Position them in the night sky.

ADD YOUR CODE



Controls speed of twinkle

Makes star grow and shrink

Repeats shrinking and growing to make star twinkle

Tip: all three stars should have the same program.

RUN IT!

Tap the **Green Flag** to watch the stars twinkle.

ON YOUR OWN




Add more stars and make them twinkle too!

Get Ready for Bed



The day is almost done—
let's help Kitten get ready for bed.

WHAT YOU'LL LEARN

- Create speech bubbles with **Say** 
- Send a message with **Send Message** 
- Trigger a program to start when it receives a message with **Start on Message** 

Get Ready for Bed

34

GET READY

Select the **Empty Room** background. Add a character to be Kitten's mom and add a toy character.

ADD YOUR CODE



RUN IT!

Tap the **Green Flag** to let Kitten know it's time for bed.

ON YOUR OWN

Help Kitten clean up the toy before bedtime.

Drink Milk



Kitten enjoys a warm glass of milk before bed.
Let's program Kitten to drink some milk.

WHAT YOU'LL LEARN

- Start a program when you tap a character with **Start on Tap**
- Pause a character with **Wait**
- Tilt a character with **Turn Right** and **Turn Left**

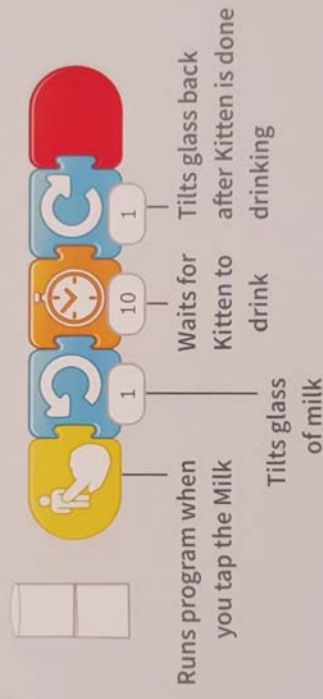
Drink Milk

35

GET READY

Select the **Empty Room** background.
Create and add a **Milk** character using the Paint Editor.
Position the Milk in Kitten's hand.

ADD YOUR CODE



RUN IT!

Tap the **Milk** and watch Kitten take a sip.

ON YOUR OWN


Program Kitten to put the glass of milk down once finished.

Story Time with Dad



Kitten loves story time before bed. Let's program Dad to tell an underwater adventure story.

WHAT YOU'LL LEARN

- Record and play your own sound with **Play Recorded Sound** 

Story Time with Dad

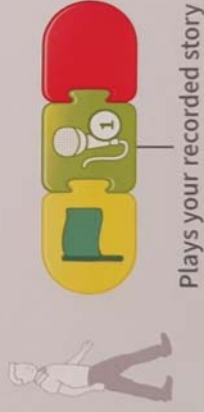
36

GET READY

Select the **Underwater** background and add a character to be Kitten's dad. Tap the **Microphone** icon to record a bedtime story.



ADD YOUR CODE



RUN IT!

Tap the **Green Flag**  to hear dad's underwater story.

ON YOUR OWN

Make the characters in dad's story talk. Try recording sounds for the **Fish** and **Seahorse** characters!

Mom Tucks Kitten In



Let's program Mom to tuck Kitten in while Kitten tells her what happened during the day.

WHAT YOU'LL LEARN

- Create a speech bubble with Say 

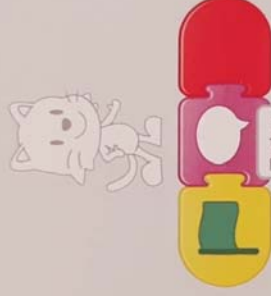
Mom Tucks Kitten In

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GET READY

Select the **Bedroom** background.
Add a character to be Kitten's mom.

ADD YOUR CODE



Shows what Kitten says to mom about today

RUN IT!

Tap the **Green Flag** to watch Kitten talk to mom.

ON YOUR OWN

Program mom to say something back to Kitten.

A Bad Dream



Kitten had a bad dream and woke up scared.
Let's program Kitten to call for Mom.

WHAT YOU'LL LEARN

- Make a character hop with **Hop**
- Move a character with **Move Right**
- Create a speech bubble with **Say**

A Bad Dream

GET READY

Select the **Bedroom** background.

ADD YOUR CODE



Makes Kitten jump up and get out of bed

Makes Kitten call for mom

RUN IT!

Tap the **Green Flag** to see Kitten wake up and call out for mom.

ON YOUR OWN


Use **Send Message** and **Start on Message** to make mom come in to comfort Kitten.

Lullaby for Kitten



Sometimes a lullaby helps after a bad dream.
Let's program Mom to sing Kitten back to sleep.

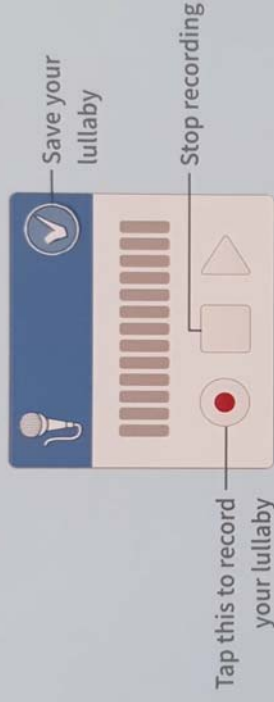
WHAT YOU'LL LEARN

- Record and play your own sound with **Play Recorded Sound** 
- Run code continuously with **Repeat Forever** 

Lullaby for Kitten

GET READY

Select the **Bedroom** background and add a character to be Kitten's mom.
Tap the **Microphone** icon to record a lullaby.




ADD YOUR CODE



Plays your saved lullaby in an endless loop

RUN IT!

Tap the **Green Flag**  to hear mom sing Kitten a soothing lullaby.

ON YOUR OWN



Record other lullabies for mom to sing to Kitten.

Goodnight, Kitten!



Kitten sure is tired and ready to fall asleep.
Let's say goodnight to Kitten.

WHAT YOU'LL LEARN

- Add speech bubbles with **Say** 
- Add multiple pages to your project
- Make a character disappear with **Hide** 
- Edit a background

Goodnight, Kitten!

GET READY

Select the **Bedroom** background for Page 1.
Add a new page and use the Paint Editor to create a plain black background for Page 2. Then return to Page 1.

ADD YOUR CODE




Makes Kitten say “Time for lights out!”

Switches to Page 2

Makes Kitten say “Goodnight”

Makes Kitten disappear

RUN IT!

Go to Page 1 and tap the **Green Flag**  to watch Kitten turn off the lights and say goodnight.

ON YOUR OWN

Add a third page to your project to show what Kitten is dreaming about!