Please follow your tutor’s instructions for opening Tutorial 3.

Now that you have opened Tutorial 3 you can see a familiar face as well as a new one. We will be working with Alice the ice skater and the penguin for this tutorial. The first thing that we are going to do is create our own method for the penguin. We are going to create a jump method.

**Creating penguin.jump method.**

To create a new method you first click on the penguin object in the object tree and then simply click on the *create new method* button. The *create new method* button is located in the details window on the methods tab (See Fig1). After clicking on the button a popup window will appear. Type in the name you wish to give the method. When naming methods you should always use a name that describes what it does. This makes it easier for others to understand what your method does.

For this example you are going to make the penguin jump so call it simply “jump”. Click OK and a new tab will appear beside the *World.my first animation* method(See Fig1). This is where you will enter in the details to make the penguin jump.
Fig 1
Into the penguin.jump method tab place a do together loop (See Fig1) and into the loop place the following methods:

- penguin wing_flap >> times = 2
- penguin jumping >> height = 1
- penguin play sound >> boing

A do together loop simply means that the methods within it will all begin at the same time whereas they would normally begin one after the other: i.e. one finishes then the next starts.

You have just created your first method with Alice. Let’s see it in use. Click on the World.my first animation method tab which is just to the left of the penguin.jump tab. Click on the new method you just created, in the details window, and place it in the World.my first animation method and click on the play button.

As you can see the penguin character has just jumped up one meter, flapped its wings twice and played the “boing” sound. This is the true power of a method: i.e. you can have one method “call” other methods. So one method can actually do the work of many other methods (Fig2).

Fig 2
Now let’s continue to animate our scene. Place the following methods below the penguin.jump method in the World.my first animation method tab:

- penguin walking >> x = 4
- penguin glide
- do together
  o penguin glide
  o penguin play sound >> splash
- penguin turn >> forward >> 0.5 revolutions
• penguin.head turn >> forward >> 0.4 revolutions
In the last method above it is only the penguin’s head that we wish to turn. To achieve
this you click on the + sign beside the penguin in the object tree (below the play
button) and then click on the head object. If you look down at the details window
again you will notice that the methods now begin with head. This is the turn method
you need. Using this procedure you can access the methods for any sub-part of an
object.

Let’s get Alice into this scene.Click on the Alice object in the object tree and place
the following methods in the World.my first animation method tab:

• Alice prepare to skate
• Alice skate >> howManySteps = 5
• Alice turn >> left >> 0.2 revolutions >> duration = 0.25 secounds
• Alice skate >> howManySteps = 2
• Alice turn >> right >> 0.35 revolutions >> duration = 0.25 secounds
• Alice skate >> howManySteps = 2
• Alice turn >> right >> 0.2 revolutions >> duration = 0.25 secounds
• Alice jump

To set the duration of the turns click on the “more...” option and use the drop down
menus to set the duration to 0.25 seconds.

Now press the play button and watch as Alice skates to and jumps over the hole.

Now select the penguin object again and add the following methods to the
World.my first animation method:

• penguin move >> up >> 4 meters
• penguin turn_head_right
• penguin move >> down >> 1 meter

Now replay the scene. The penguin now pops his head out of the hole and looks at
Alice after she does her jump.

To complete the scene add the following to the World.my first animation method:

• Alice turn >> right >> 0.2 revolutions >> duration = 0.25 secounds
• Alice skate >> howManySteps = 3
• Alice turn to face >> hole
• Alice skate >> howManySteps = 3
• Alice do simple spin
• Penguin move >> up >> 1 meter

Play the scene again. You will notice that at the very end when Alice completes her
simple spin she is facing away from the penguin and the hole. Lets change this. To do
this go to Alice’s details and find the do simple spin method. Beside it is an edit
button (Fig3), click this, and the details of method will open in the same window as
the World.my first animation method. These are the methods that are used to create
the spin. Find the method that says Alice turn >> right >> 2.25 revolutions (Fig3) change the 2.25 revolutions to 2 revolutions. Replay the scene. Notice that Alice now finishes her spin facing the penguin. You have modified the do simple spin method suit your needs. Save your work to your F:\ drive.

Fig 3

![Fig 3]

Fig5 The final Result