

Sequence and animation

What is a sequence?

A **sequence** is a set of actions that happen in a particular order. You can program a sequence by putting blocks of code together in the order that you would like them to happen.

What you'll build

In *Level 3 - Sequence and animation*, you'll program sequences to create simple animations and simulations. You'll decide what should happen first, what happens last, and the order of everything in between!



Code a sequence of commands to fly a rocket through space.



Create an animated scene by coding more than one sequence.



Use the timer event to control your sequence and build a race in space.



Combine timer events to program a set of traffic lights.

Your blocks

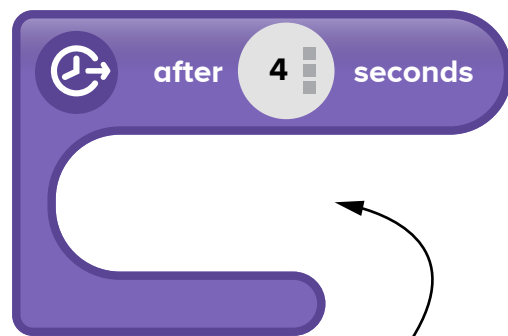
Placing the blocks in a chain creates a sequence.



You can control the timing of a sequence by using:



A **wait** block, to add a pause anywhere within the sequence



A **timer event** block, to control when the sequence begins