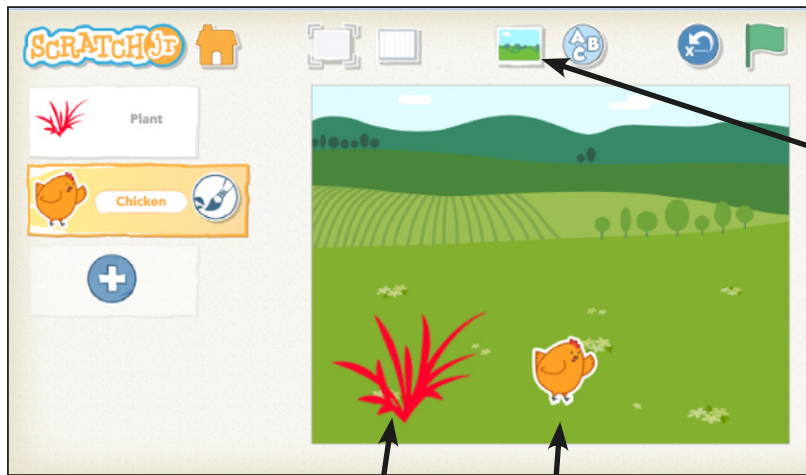# Grow and Shrink

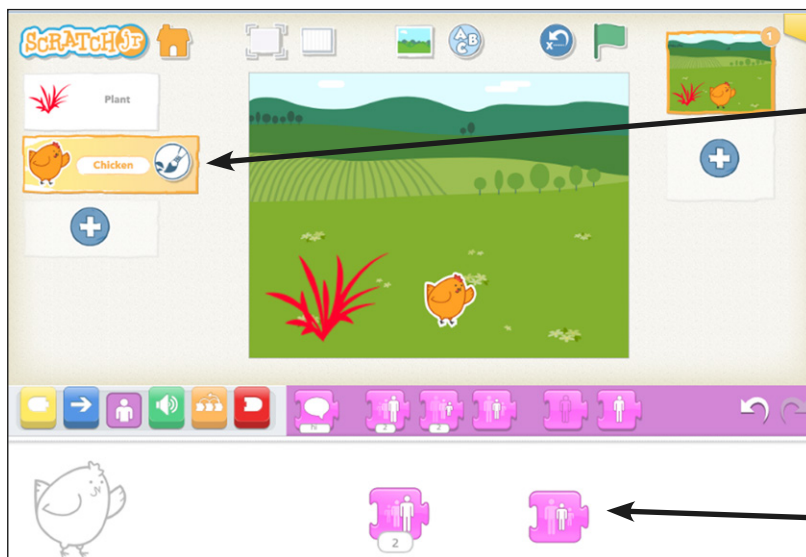I can program a character to grow and shrink.

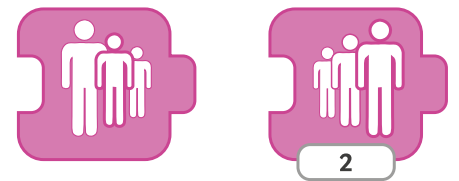Open the ScratchJr app and start a new project in the My Projects screen.

Select the **Farm** from the gallery of backgrounds.

Add new sprites: a prickly **plant** and a **chicken**. Position them on the background.
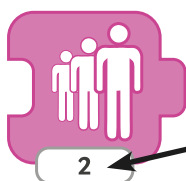
Make sure the **chicken** is selected.

Drag the blocks for **grow** and **shrink** into the working area.

Try tapping them to change the size of the chicken!

Can you make the **chicken** and the prickly **plant** appear to **grow** and **shrink**, by tapping on the correct blocks?

What happens if you change the number on the bottom of the block, by tapping on it?

Grow and Shrink

I can program a character to grow and shrink.

First you need to have a prickly **plant** and a **chicken** added to a **Farm** background.

The next task is to connect blocks to create a program.

From the yellow blocks, select **START ON TAP** to connect with the grow block.

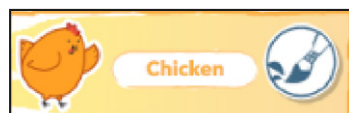Select **START ON BUMP** to connect with the shrink block.

Test the program to check that the chicken will grow each time you tap on it.

When it grows too big, if the chicken bumps the prickly plant, it should shrink again.

Challenge 1:

Can you add another prickly plant or different object on the opposite side?

Challenge 2:

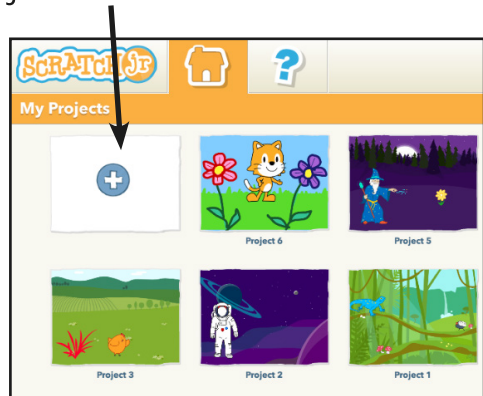Can you change the colour of the chicken or plants using the paint editor?

Grow and Shrink

I can program a character to grow and shrink.

You should have already created a **Farm** project with a **chicken** and a prickly **plant,** using the blocks for **grow** and **shrink**, like this:

Now start a **New Project** from the Home Screen.

Test Your Skills

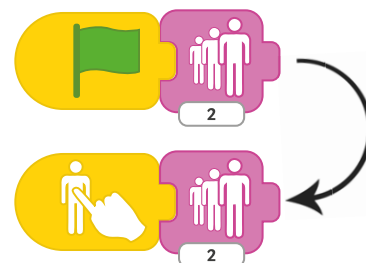Can you create your own project with a new background and sprites? Program them to grow and shrink when tapped or bumped.

Connect your blocks together to run as a **sequence**.

Challenge 1

Replace the block for **START ON TAP** with **START ON GREEN FLAG**.

To **delete** a block, first **disconnect** by dragging the last block from the **sequence**, then drag and drop somewhere above the working area.

To make the program run, click on the green flag at the top of the screen. Change the number on the grow block to make the sprite grow even more!

Challenge 2

Can you add extra blocks to make your sequence longer?

Try adding a blue movement block so that your sprite grows and moves.