How to get started:

PART A

Stamp a turkey and a worm on the screen. Set the speed to 10!

Type lines 1-5 then click **Play**. Line 4 won't run until Part B is written. **Keep going!**

```
1   fill('fallforest2')
2   worm = stamp('worm2',700,200,120)
3   turkey = stamp('turkey5',200,800,250)
4   speed = 10
5   song('run')
```

PART B

**Use a loop function to move the worm across the screen.
If your turkey hits the worm, a message appears!**

Type this section of code then click **Play**. The turkey won't move until Part C is written. **Keep going!**

```
6
7   function loop() {
8     worm.move(LEFT,speed)
9     worm.wrap()
10    if (turkey.hits(worm)) {
11      turkey.change('turkey4')
12      turkey.size(500,1000)
13      stamp('sign5',610,910,750)
14      message = text('Happy Thanksgiving!',600,650,25,CENTER,'white')
15      message.rotate(-10)
16    }
17  }
```

PART C

**Make the turkey jump when you tap the screen.
Every time you tap, the worm moves a little faster!**

Type in this section of code, then click the **Play** button to run your app!

```
18
19  function tap() {
20    turkey.move(UP,400)
21    turkey.move(200,800,2000)
22    speed = speed + 1
23  }
```

EARLY BIRDS THIS WAY

CHALLENGES!

❶ Can you change the message on line 14?

❷ Can you change the background?

❸ Can you replace the worm with something else?

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