Worksheets provide guidance throughout the program creation.

Mind the following symbols that..
- structure your work progress and show subgoals.
- provide help, mark and explain challenging and important notes
- include assignments and activities.

**Jigsaw Method: Graphic und Control**

In this section of the Jigsaw Method, you will learn how to create **background areas** and **characters** (for example the 🐱), that can be controlled by the keyboard. Are you curious? Let's get started!

**Creating a background:**

For this purpose, click on this button:
Now the **stage set library** opens.

Browse the stage library and choose a background by clicking the left mouse button.

Confirm your selection with a **double click**, or click the "**OK**" button.

You will automatically enter the editing mode and you can now use the **drawing tools**. Set your creativity free and try it out!
If you choose the function “stage pictures” all your stage backgrounds are shown in miniature format. You can rename, delete, or add completely new sets.

If you click on a miniature stage, it will be framed in blue and displayed to you as a stage ready for editing. You can now switch between your stage pictures.

Use the arrows to undo or restore your stage artwork. With "delete" you delete all changes including pictures.

Create characters:
In consistency with your new stage images, it is now necessary to create new characters.

For this purpose, simply click the new character button. Now select any character from the character library.
Once you have chosen a character from the **character library**, you can change it (as you did before with the stage images) with the help of the drawing tools.

Watch out! Your menu changes depending on whether you want to edit a stage or a character!

You can switch between the menus by clicking on your desired option under the stage. The mark shows you in which menu you are.

**Great! The first half is done!**

*Let’s have a short break and then move on!*
**Change of costume:**

Your character is now to change its appearance - the costume - and, at the same time, its physical attitude.

The necessary functions can be found in your menu costume as well as scripts. Make sure that your character is marked, otherwise the functions “scripts” are not available.

**Make a costume change:**

First, choose another costume in the menu costume and thus a further posture for your character.

Then go to the menu scripts. In this section you can choose the functions Events and Appearance. You can use simple function statements to indicate when the costume change should start and how quickly the change will take place.

Just click the puzzle pieces needed and drag them into your programming interface.
- Try other puzzle pieces of the Appearance function.
- Experiment with the puzzle pieces from Control e.g.
- Create a program for each of your characters.
- Test your program now.

The puzzle pieces can only be activated, when your character is marked.

You can already change my body posture/costume..

- Try to make me or one of my friends think!
- Think about what scripts you need to use now!
- Then create a new program and test it!
Have you made me think? Or one of my friends...?

What exactly does Giga do according to the program above? Describe it in your own words!
Do not forget the graphical elements, e.g. color change, size change, or shape change for your characters to create individual effects.

Additional task:

You can also change your stage image within a program sequence. Try it!
And if you have trouble while doing so, ask your supervisor 😊

Congratulations,
you have reached your goal!