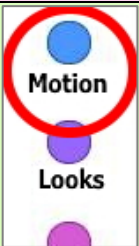Set up Poppy Parrot on the Blue Sky backdrop with the same code as last lesson.

```
when this sprite clicked
forever
  wait 0.5 seconds
  next costume
```

From Code select Motion
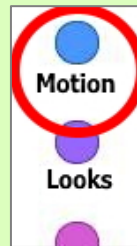
Drag over 'move 10 steps' and snap it in.

```
when this sprite clicked
forever
  wait 0.5 seconds
  next costume
  move 5 steps
```

Change the 10 to 5

Now Poppy can fly! But, oh no! She goes off the screen.
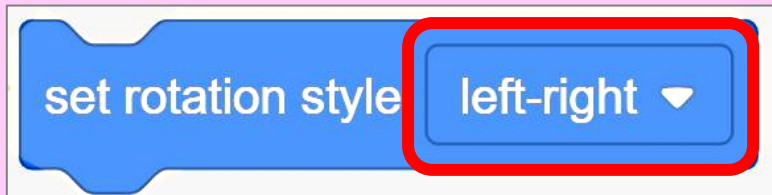
Let's fix this.

From Motion drag over

```
when this sprite clicked
forever
  wait 0.5 seconds
  next costume
  move 5 steps
  if on edge, bounce
```

Oh, no…she turned upside down!

To fix this, find this block in Motion and use the little arrow to select 'left-right.

```
set rotation style  left-right ▼
```

Poppy should fly properly now.

Well done!