# Lesson 4

## Worksheet 1

Here is the code from the Bird class:

[…]

class Bird(pytch.Sprite):

Costumes = ["bird.png"]

speed = 3

[…]

@pytch.when\_key\_pressed("ArrowRight")

def move\_right(self):

self.change\_x(self.speed)

@pytch.when\_key\_pressed("ArrowDown")

def move\_down(self):

self.change\_y(-self.speed)

[…]

Write out exactly what you think will happen when you click the green “Run” button.