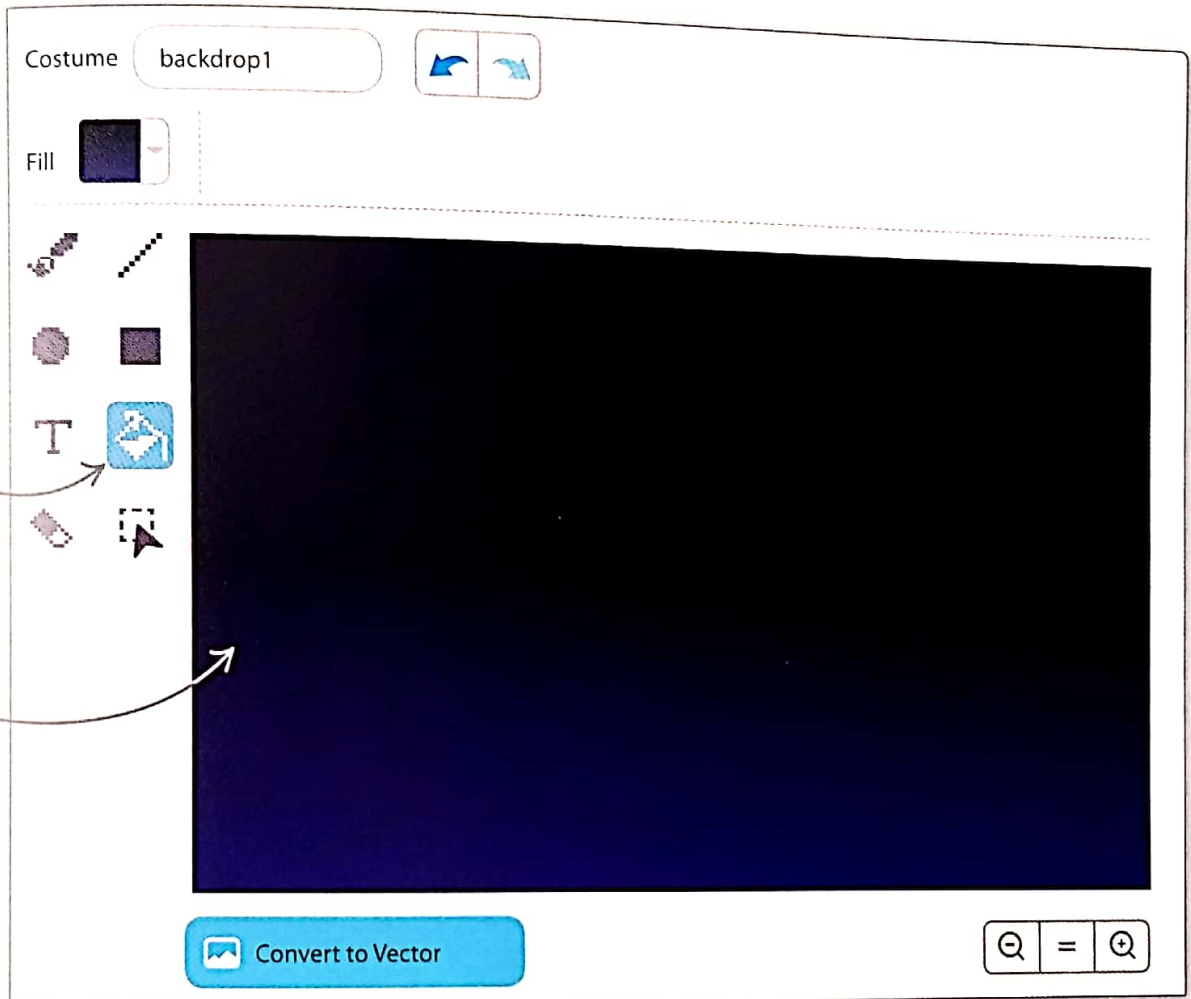6 Now select the fill tool and click in the backdrop to fill it. You can use any colors you like, but snow shows up better on dark colors.

Costume | backdrop1

Fill

Fill tool

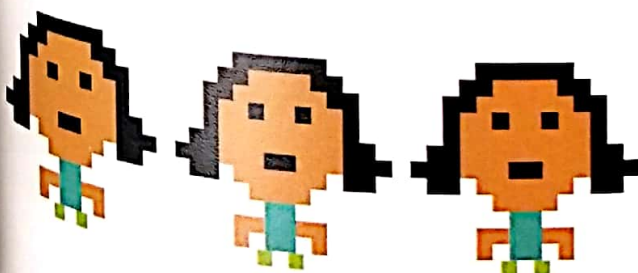The background fades from dark blue to a paler blue.

Convert to Vector

7 You'll need to add the Pen extension as you did in previous projects (see page 100). Select the snowflake from the sprites list and open the Code tab. Add this code to make clones of the snowflake. Don't run the project yet.

when 🏴 clicked

erase all

hide

set size to (10) %

forever

create clone of (myself ▼)

wait (0.03) seconds

The original sprite hides, and only the clones fall as snow.

This shrinks the snowflake.

8 Now add this code to make the cloned snowflakes fall from the top of the stage to the bottom, jiggling as they go.

```
when I start as a clone
go to x: (pick random (-220) to (220)) y: (170)
change size by (pick random (0) to (3))
show
forever
    change y by (-3)
    change x by (pick random (-1) to (1))
    if < (y position) < (-175) > then
        delete this clone
```

The snowflake starts at the top of the stage.

Snowflakes aren't all the same size.

This makes the snowflake fall.

This makes it jiggle left and right.

The snowflake disappears at the bottom.

9 Run the project. The snow should fall down the stage before disappearing at the bottom.