Program: Scratch martin@wandsworthclc.com

Learning Objectives:
I can animate a sprite by using import and change costume instructions.

Skills:
Use 'import new sprite', 'import new costume', 'on edge bounce.' Delete sprite, retrieve projects and use ' rotate style'.

Coding Revision (Analysis):Get the children to analyse the code for a forever loop moving a sprite from side to side. (See lesson 3 resources folder).

Lesson: After children have booted up 'Scratch' demonstrate the method for importing a new sprite.(make sure a sprite is highlighted, click the middle star with the folder icon, open the folders and click on a new sprite, click OK.) demonstrate deleting a sprite by right clicking on the sprite and choosing delete.
Get the children to find the bat1-a sprite in the nature folder and import it. Explain that some sprite have different costumes (not actual clothes but different pictures to allow you to animate them). Get the children to highlight the bat1-a sprite and above the coding area and click on the costumes tab. This will allow them to import a new costume. Get them to import the bat1-b costume from the nature folder. Show the children the 'change costume' instruction. See if they can think of a way to get the bat to continuously change costumes and what this might look like. Demonstrate the 'forever loop' and see if they notice the problem(it's too fast) how can we change / solve this? Remind them of the instruction we used to debug (add a 'wait'). Let the children explore importing different sprites with different costumes and animating them. Show the children the 'on edge bounce'(when a sprite hits the side of the stage it bounces of) and explain how the rotate style works. At the top of the coding area there are 3 small tabs. Top is 'can rotate', middle is 'only face left-right' and the bottom is don't rotate. If the 'can rotate' is pressed, the sprite will turn upside down. If just 'left right it will face the correct way. Get the children to make their animated sprites move from left to right on the stage bouncing of the edges of the stage. Save projects with suitable names and titles.

Challenge:
Make the sprite move all over the screen(add a small rotate to the forever loop).
Have more than one sprite animated on screen and get them to move at different speeds.(smaller movement length slower speed).

Plenary: Can you think of a way of making a sprite appear like it is coming towards you?

Assessment opportunities:
Can the children write code with the correct sequencing to animate the sprites.