It is now time for you to use everything you have learned to create a short animation. This does not have to be long, but it must have two sprites that interact, and must have sound effects!

Then you need to make your sprites, background, and put it all together to make your animation.



LO: To create a short animation

You need a character and a background for your animation.

I am now going to show you how to create or choose these things.



LO: To be able to programme a sprite to move.

Last lesson, we made our sprites and backgrounds on Scratch.

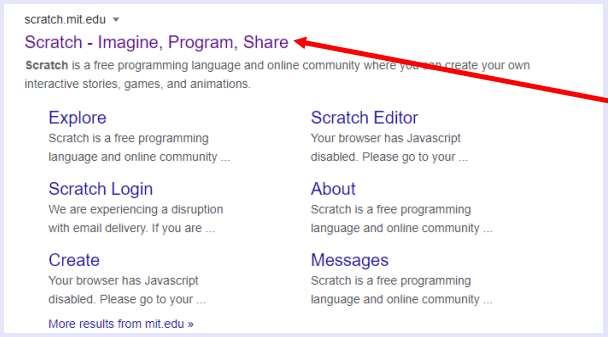
You should each have a sprite and background.

Start by going to safari on your ipads.



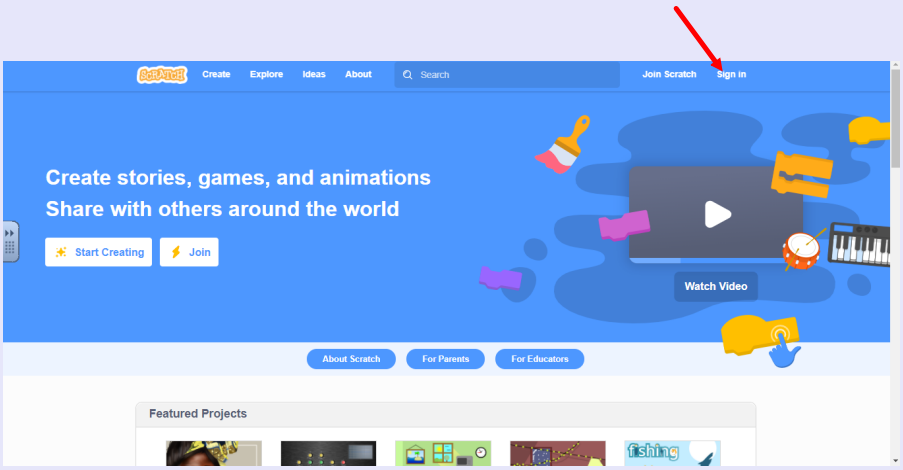
In the search bar, type in

'scratch'



Click the first link.
This one!

On the website, there is a button that says 'sign in'. Click it.



Type in:

Year3CSJ

123clayton

Today, we are going to learn how to put together an algorithm that will programme our sprites to move.

First, we need to think about what we want our sprite to do.

If we want our sprite to move from one side of the screen to the other when the green flag is pressed, What are the steps?

If you want your sprite to move across the screen, from left to right, when the green flag is pressed, what are the steps?

Step 1	When green flag is Pressed
Step 2	Go to : ———
Step 3	Glide for —— seconds to...
Step 4	
Step 5	

If you want your sprite to move in a square around the screen, when the green flag is pressed, what are the steps?

Step 1	
Step 2	
Step 3	
Step 4	
Step 5	
Step 6	
Step 7	

Now we are going to use the computer to programme our sprites. Think about the steps you wrote about, these steps can be made into instructions and algorithms for our sprite to follow.

