

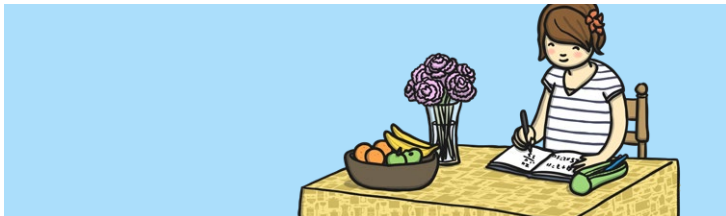
Introduction

This unit builds on the previous unit in Year 5 (Scratch: Developing Games) as well as prior units introducing Scratch in Year 2 and Year 4. The unit is designed to help children in continuing to develop their skills in writing their own algorithms as well as editing and debugging existing codes. New skills are introduced to structure code and animate characters and scenes, gradually building to create a short animated story. These lessons are intended for use in conjunction with Scratch 2 software installed.



Health & Safety

General safety in using a computer and e-safety rules, particularly if accessing the Internet. Encourage good posture when sitting at the computer.



Home Learning

Deconstructing Code: Children are given a number of small scripts to interpret. They should try to describe in words the effect of each script to show understanding of the blocks in Scratch. Additionally, the scripts could be tested in Scratch to view their effects. This task is best suited to follow on from one of the first two lessons.

Wider Learning: Children use their knowledge from the lessons in the unit to create their own animated story. This will test their ability to apply the coding skills learnt in a new context. This task is best suited to follow on from one of the last two lessons.

Assessment Statements

By the end of this unit...

...all children should be able to:

- Select appropriate characters to match a scene.
- Animate characters with movement and speech in a story scene.
- Use broadcast and receive blocks correctly in code.
- Use show and hide blocks correctly in code.

...most children will be able to:

- Create a sequence of story scenes with added audio.
- Structure and sequence the animation of characters in each scene.
- Use the repeat command to create animation effect.
- Make a character visible or invisible at the correct times.

...some children will be able to:

- Use rapid costume changes to give an animation effect.
- Add interactive features to a scene.
- Program the use of a single button to control background changes.
- Control smooth transitions between characters, scenes and audio.

To look at all the resources in the Scratch: Animated Stories unit [click here](#).

To find out more about PlanIt download our [free guide here](#).

Lesson Breakdown

1. Animate a Scene

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Children are provided with a single backdrop and main characters for a story scene (inside a castle). The task is to use coding to create suitable animations to fit the setting.

- I can create appropriate animations for a story scene.

Resources

- Desktop computer/laptop/ tablet
- Whiteboards and pens
- Pen and paper



2. Broadcast a Message

See above.

Children are provided with a single backdrop and main characters for a story scene (inside a castle). The task is to use coding to create suitable animations to fit the setting.

- I can structure and control the timing of events.

- Desktop computer/laptop/ tablet
- Whiteboards and pens
- Pen and paper



3. Show and Hide

See above.

Children continue to develop their animation code by using the 'show' and 'hide' blocks, enabling sprites to only become visible in the scene when required.

- I can control when objects need to be visible.

- Desktop computer/laptop/ tablet
- Whiteboards and pens
- Pen and paper



4. Sequence a Story

See above.

Children add further scenes and plot to their story to create a sequence of events with a beginning and ending.

- I can sequence events to create a story narrative.

- Desktop computer/laptop/ tablet
- Whiteboards and pens
- Pen and paper



5. Adding Audio

See above.

Children record and insert speech for characters to enhance their existing story projects.

- I can add voice sounds to enhance an animated story.

- Desktop computer/laptop/ tablet
- Whiteboards and pens
- Pen and paper
- Access to microphones/built in mic on laptop



6. Getting Interactive

See above.

Children add extra functionality to existing code with interactive objects or characters, which can be triggered by a key press.

- I can add interactive user features to a scene or story.

- Desktop computer/laptop/ tablet
- Whiteboards and pens
- Pen and paper

