UNIT 2 ACTIVITY

IT'S ALIVE!

SUGGESTED TIME
30-45 MINUTES

OBJECTIVES

By completing this activity, students will:

+ become more familiar with the computational concepts of sequence and loops by experimenting with Control blocks
+ be able to explain the difference between sprites and costumes
+ practice experimenting and iterating through developing an animation project

ACTIVITY DESCRIPTION

- ❑ Optionally, show example projects from the It's Alive! studio and have the It's Alive! handout available to guide students.
- ❑ Introduce the concept of an animation as looping through a series of incrementally different pictures, such as in a flipbook or a claymation film. Encourage students to explore loops by changing costumes or backdrops to create an animation.
- ❑ Invite students to share their work with others by hosting a gallery walk: have students put their projects in presentation mode and then invite them to walk around and explore each other's projects. Optionally, have students add their projects to the It's Alive studio or a class studio.
- ❑ Ask students to think back on the design process by responding to the reflection prompts in their design journals or in a group discussion.

RESOURCES

- ❑ It's Alive! handout
- ❑ It's Alive! studio
  http://scratch.mit.edu/studios/475529

REFLECTION PROMPTS

+ What is the difference between a sprite and a costume?
+ What is an animation?
+ List three ways you experience loops in real life (e.g., going to sleep every night).

REVIEWING STUDENT WORK

+ Can students distinguish sprites and costumes?
+ Some Scratchers are particularly interested in developing animation projects and prefer to spend their time drawing and designing sprites, costumes, or backdrops. How might you engage students in both the aesthetic and technical aspects of projects?

NOTES

+ The difference between sprites and costumes is often a source of confusion for Scratchers. The metaphor of actors wearing multiple costumes can help clarify the difference.
+ Students can animate their own image by taking pictures of themselves using a camera or webcam.

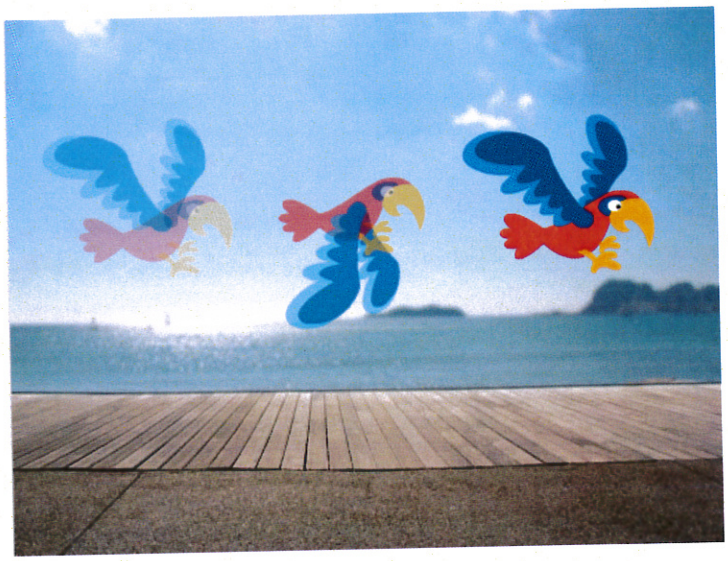
NOTES TO SELF

- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____

IT'S ALIVE!

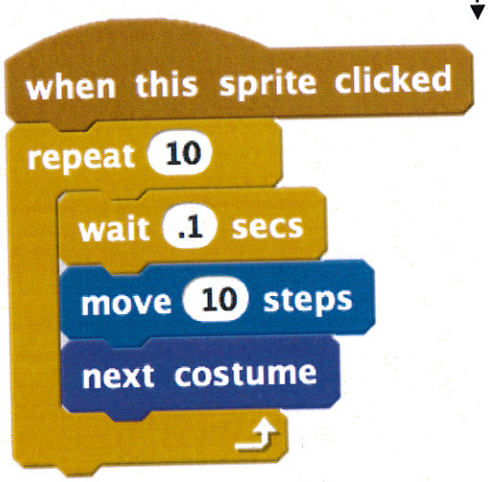
HOW CAN YOU TAKE AN IMAGE OR A PHOTO AND MAKE IT COME ALIVE?

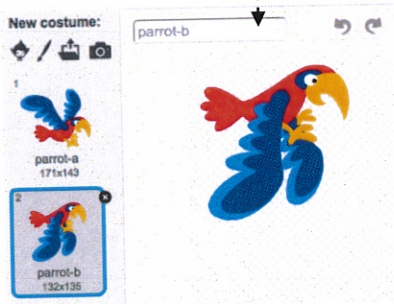
In this activity, you will explore ways of bringing sprites, images, and ideas to life as an animation by programming a series of costume changes.



START HERE

- ❑ Choose a sprite.
- ❑ Add a different costume.
- ❑ Add blocks to make the image come alive.
- ❑ Repeat!





THINGS TO TRY

- ❑ Try sketching your animation ideas on paper first – like a flipbook.
- ❑ Experiment with different blocks and costumes until you find something you enjoy.
- ❑ Need some inspiration? Find projects in the Animation section of the Explore page.

FINISHED?

- + Add your project to the It's Alive studio: http://scratch.mit.edu/studios/475529
- + Challenge yourself to do more! Add more features to your project to make your animations look even more lifelike.
- + Help a neighbor!
- + Share your project with a partner and walk them through your design process.
- + Find an animated project you're inspired by and remix it!