



How to create an animated Christmas scene using scratch.



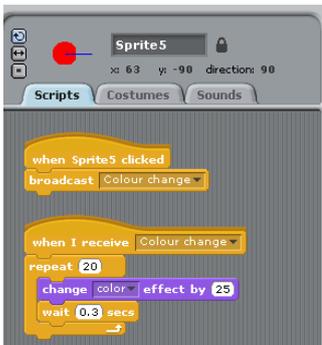
The following instructions will guide you step by step through the process of creating your own computer animation using scratch. The program can be downloaded for free from the internet. The animation is built up step by step so that children or classes can start or stop at any stage.

Getting Christmas clipart and saving it ready to use.

- For younger children save Christmas clipart already into a folder for them to use. (Or ask your technician to save them for you if you are unsure where to put them)
- Use pic search or google images to find a Christmas picture you want to use.
- Open the picture up, right click and click save as
- Save to your area of the computer N drive in the picture folder (This is the only place children can save, as a teacher you could save to the W drive and all children could access pictures from there.)
- Your picture will now be accessible from scratch via: computer—N drive—picture folder.
- You can do the same with any other Christmas pictures you would like to use.

Placing your tree and making the baubles flash

- Click on stage—Click on the backgrounds tab and then the import button. Navigate to where you saved your Christmas images and choose the tree.
- Now open up the left hand star—Paint a new sprite. Paint a filled in circle for your first bauble.



- Create the script below for the bauble and when you press the green flag the bauble should flash.
- You can now copy this bauble multiple times and decorate your tree. Just right click on the sprite and click duplicate.
- If you click on your bauble, then on the costume tab and go to edit. You can change the starting colour of the bauble so that your baubles are different colours.



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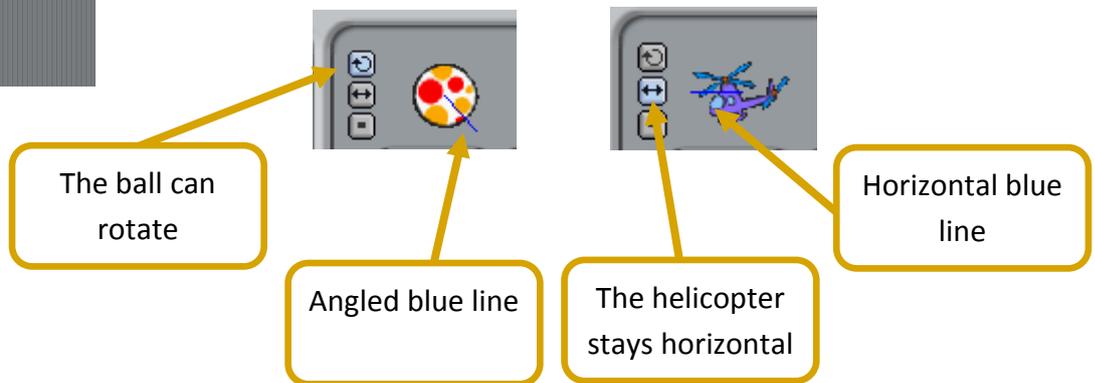
Adding Presents to your animation



- Add a gift box or two to your scene and give it these brief instructions.
- You now need to choose some gifts which will come flying out of the boxes and bounce around the screen. Add these to your animation as well and give them the instructions below.
- Remember as with the baubles you can create one present, check it works ok and then duplicate it and change the sprite or just copy the instructions (by dragging them) to a different sprite.



- One thing to be aware of is the type of movement you want. I wanted the ball to bounce all over the screen but I wanted the helicopter and car to drive left to right this meant that the directional options had to be different. For the ball the helicopter I kept the blue line horizontal but



Adding sound to your animations

- I added a start to my tree and used this to add the sound but you could add the sound to any sprite you wanted—the baubles or the presents.
- Scratch has some sounds in it but not many Christmas ones. Again you need to save sounds to a folder you can then access from scratch. This website has some good free sounds to download. http://www.shockwave-sound.com/sound-effects/christmas_sounds.html



- Now click on the sprite you want to add sound to, click on the sounds tab and import. Find the sound you want.
- Now create these instructions.
- Your animation now has presents, sound and colourful baubles!



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The Scratch Screen

What does it all do?



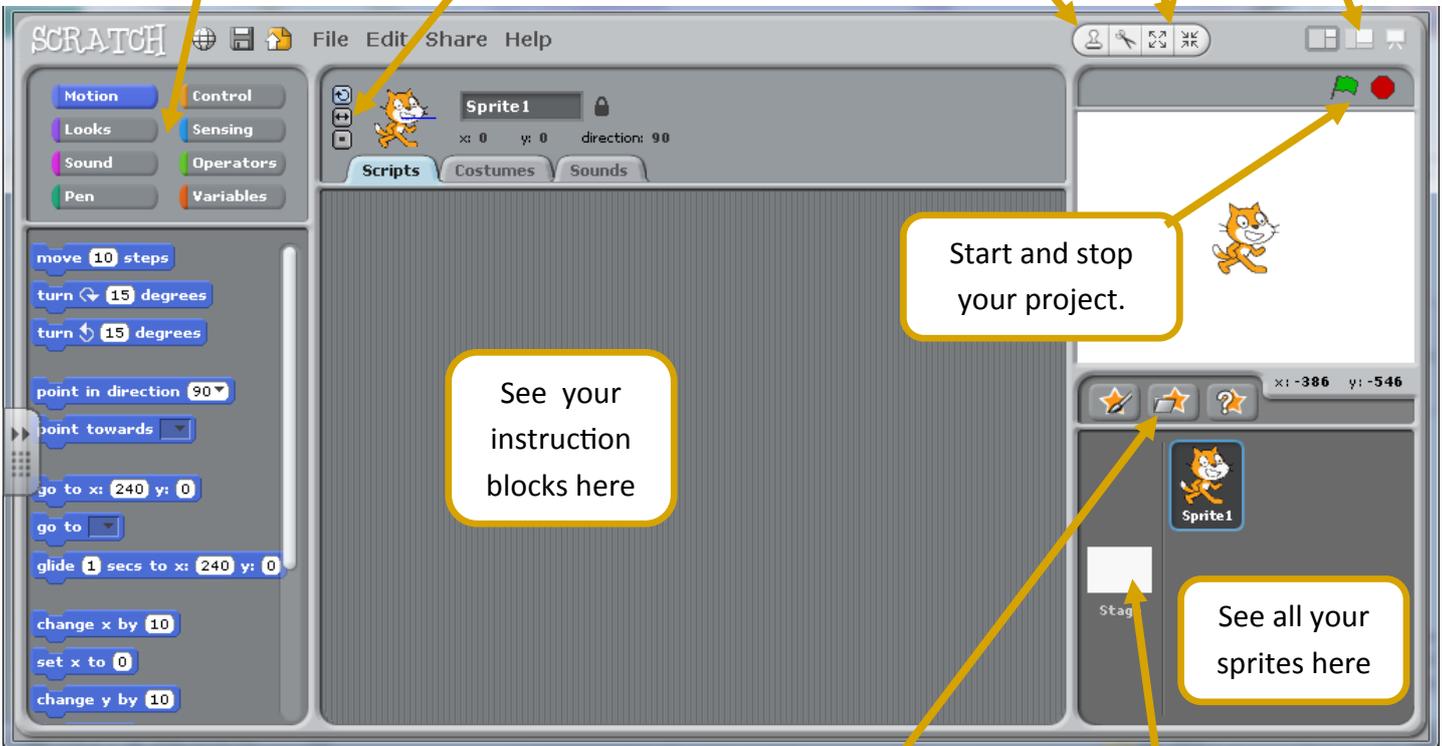
Choose your section here. Then choose the block you want from below.

Decide how your sprite is allowed to move

Click on these and then your sprite to make it shrink and grow.

Copy/duplicate your sprite

Change your screen or go full screen.



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Using Scratch in the Classroom



New National Curriculum References

Key stage 1

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs

Key stage 2

Pupils should be taught to:

- 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

Helpful websites

- <http://scratch.mit.edu/>
- <http://scratch.redware.com/lessonplan/makeagame>
- <http://learnscratch.org/>
- <http://learnscratch.org/sc3-u6/sc3-l29>



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