



Year 3 Home Learning

Scratch - Home Coding Project

You should have all had a go at using Scratch already this year. This week, your job is to think like a computer scientist and program your own animation in Scratch this week.

START HERE:

- ✓ Watch and follow along with the [Loom Video Scratch Tutorial](#) where you will be talked through how to complete the task below:
- ✓ Visit <https://scratch.mit.edu/> and press **Start Creating**.



The Task:

Create an animation based on **The Penguin Who Wanted to Find Out**.

You should pick your favourite part of the story to base your animation on - you don't need to animate the entire story!

If you are not confident with the steps below then you should follow the LOOM Tutorial in which Mr Fitzgerald will talk you through creating your animation step by step, allowing you time to pause throughout.

Step One - Choose a part of the story

- ✓ Decide which part of the story you would like to create - remember to keep it simple. Start by just choosing a scene that can happen on one background.

Step Two - Select / Draw a Sprite (Character)

- ✓ Select the Sprites that you would like to include in your animation and add them to your 'stage'.

Step Three - Select a Background

- ✓ Choose an appropriate background to set as your stage.

Step Four - Animate

- ✓ Begin animating your scene by using the **coding blocks** on the left. Can you get your character to do any of the following? **Move, speak with a text box, have a conversation?**

Additional Resources:

Additional Scratch Introductory Video Tutorials:

<https://scratch.mit.edu/help/videos/#Introductory%20Tutorials>

Scratch Coding Cards for Animation are available in the Table of Work.