



EDUCATOR GUIDE

Animate Your Name

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will gain experience with coding as they animate the letters in their name.



Workshop Overview

Here's a suggested agenda for a one-hour workshop:



IMAGINE
10 minutes

First, gather as a group to introduce the theme and spark ideas.



CREATE
40 minutes

Next, help participants as they animate their names, working at their own pace.



SHARE
10 minutes

At the end of the session, gather together to share and reflect.



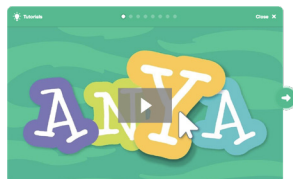
Get Ready for the Workshop

Use this checklist to prepare for the workshop.

☐ Preview the Tutorial

The Animate Your Name tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps:

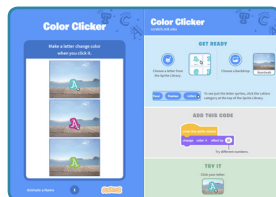
scratch.mit.edu/name



☐ Print the Activity Cards

Print a few sets of Animate Your Name cards to have available for participants during the workshop.

scratch.mit.edu/ideas



☐ Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at scratch.mit.edu, or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to:

scratch.mit.edu/educators

☐ Set up computers or laptops

Arrange computers so that participants can work individually or in pairs.

☐ Set up a computer with projector or large monitor

You can use a projector to show examples and demonstrate how to get started.



Imagine

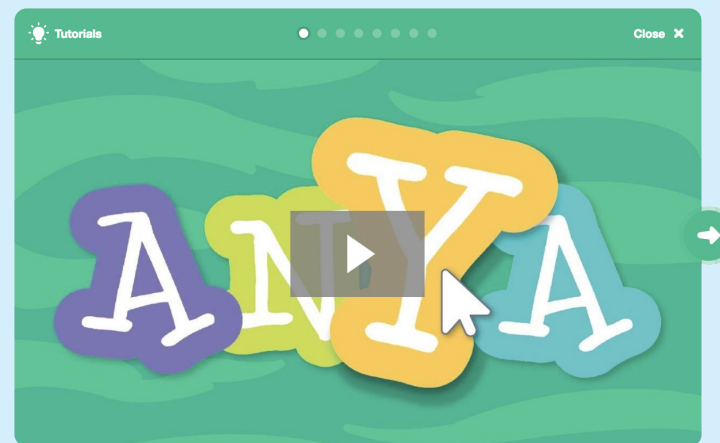
Begin by gathering the participants to introduce the theme and spark ideas for projects.

Warm-up Activity: Letter Shapes

Gather the group in a circle. Ask each participant to say their name, and then have everyone in the group act out the shape of the first letter.

Provide Ideas and Inspiration

Show the introductory video for the Animate Your Name tutorial. The video shows a variety of projects for ideas and inspiration.



View at scratch.mit.edu/name or vimeo.com/llk/name

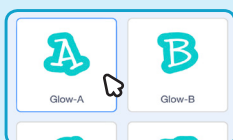
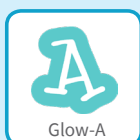


Demonstrate the First Steps

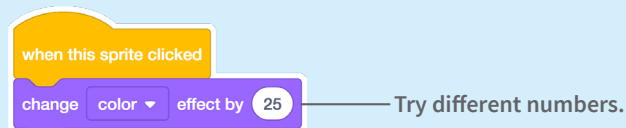


Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, click Create.
Choose a letter from the Sprite Library:



Make it do something:



Try different numbers.

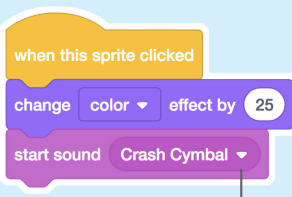
Add a sound:



Click the Sounds tab.

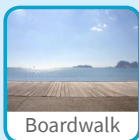


Choose a sound.



Choose your sound from the menu.

Choose a new backdrop:



Create



Support participants as they create interactive name projects.

Start with Prompts

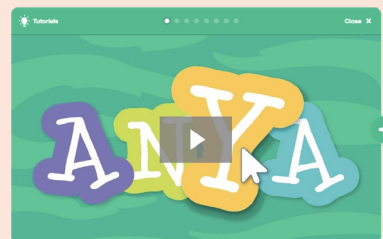
Ask participants questions to get started

Do you want to animate your name, initials, or username?

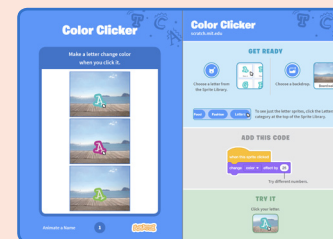
Which letter do you want to start with?

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial:
scratch.mit.edu/name



Others may want to explore using the activity cards:
scratch.mit.edu/ideas

Suggest Ideas for Starting

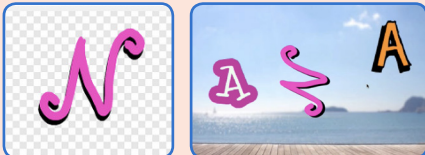
- Choose a letter
- Make it change color
- Add a sound
- Add a backdrop



More Things to Try

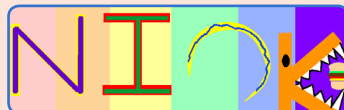
- Draw a letter
- Make it spin
- Make it glide
- Change size

Add more letters and motion!



Support collaboration

- When someone gets stuck, connect them to another participant who can help.
- See a cool idea? Ask the creator to share with others.



Encourage experimenting

Help participants feel comfortable trying different combinations of blocks and seeing what happens.

To understand their thought process, you can ask questions:

What are you working on now?

What are you thinking of trying next?



Share

Have participants share their project with their neighbors.

Ask questions they can discuss:

What do you like best about the project you made?

What was the hardest part?

If you had more time, what would you add or change?

What's Next?

Participants can use the ideas and concepts from this workshop to create a wide variety of projects. Here are a few variations on the animated name project you could suggest.



Other Names

Animate the name of a favorite character from a book or movie. Or, animate the letters of the name of your school or town.



Start with an Image

Have participants bring in a picture (or find a picture on the web) and animate a word that goes with the picture.



Acrostics

Make an interactive acrostic (a poem in which the first letters of each line spell out a word reading down).