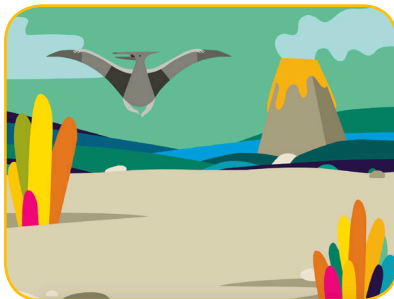


## EDUCATOR GUIDE

### Animate a Character

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will gain experience with coding as they bring characters to life with animation.



## 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 characters, working at their own pace.



**SHARE**  
*10 minutes*

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

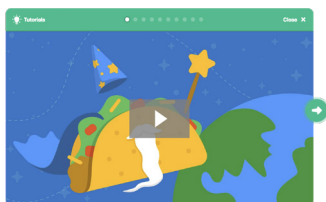
## Get Ready for the Workshop

Use this checklist to prepare for the workshop.

### ☐ Preview the Tutorial

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

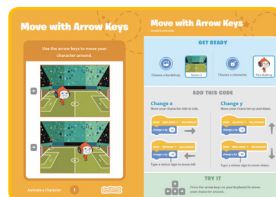
[scratch.mit.edu/tutorials](https://scratch.mit.edu/tutorials)



### ☐ Print the Activity Cards

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

[scratch.mit.edu/ideas](https://scratch.mit.edu/ideas)



### ☐ Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at [scratch.mit.edu](https://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](https://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



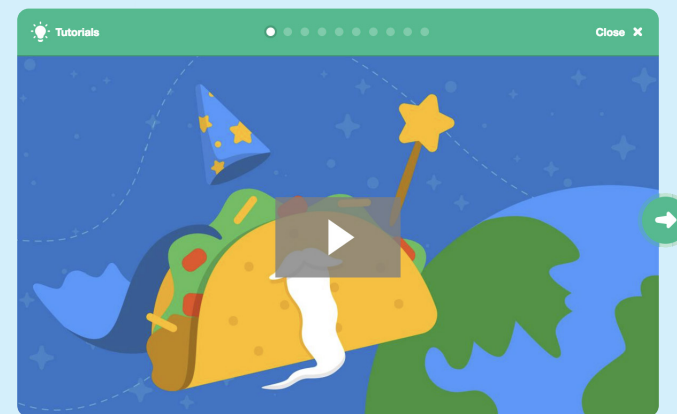
Begin by gathering the participants to introduce the theme and spark ideas for projects.

### Warm-up Activity: Favorite Characters

Gather the group in a circle. Ask each participant to say their name, then share a favorite character from a book, movie, or TV show, and one or two of their favorite things about that character.

### Provide Ideas and Inspiration

To spark ideas, watch the *Animate a Character* video at the start of the tutorial. The video shows a variety of projects to spark ideas and inspiration.



View the [scratch.mit.edu/ideas](https://scratch.mit.edu/ideas)

## Demonstrate the First Steps



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

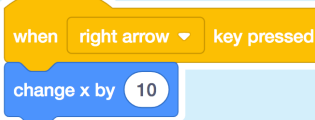
### Choose a backdrop.



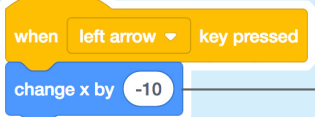
### Choose a character to animate.



### Make your sprite move right and left with arrow keys:





Choose **right arrow** from the menu.

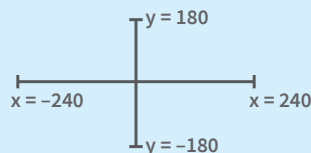


Choose **left arrow** from the menu.

Type a minus sign to move left.

Press the left arrow and right arrow keys on your keyboard to move.  

**Helpful Hint: Understanding x y coordinates will help participants figure out how to move sprites around the stage.**



**y** is the position on the Stage from top to bottom.

**x** is the position on the Stage from right to left.

## Create



Support participants as they create animated Scratch projects.

### Start with Prompts

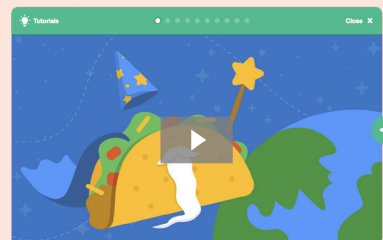
Ask participants questions to get started

*Which character would you like to animate?*

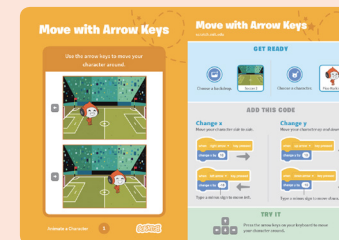
*What do you want your character to do?*

### Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial:  
[scratch.mit.edu/animate](https://scratch.mit.edu/animate)



Others may want to explore using the activity cards:  
[scratch.mit.edu/name/ideas](https://scratch.mit.edu/name/ideas)

### Suggest Ideas for Starting

- Choose a character to animate.
- Animate your character: make it jump, fly, glide or talk!
- Choose a backdrop.



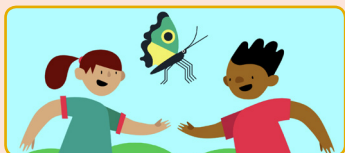
### More Things to Try

- Try combining more than one kind of animation.
- If you're not sure what to do, pick a card and try something new.
- Add a second character or object to animate.



### 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

The Animate a Character activity can be done in any order, with a range of different character and object sprites.

Encourage students to try new things:

*What will your character do next?*

*How can you make your animation interactive?*



## 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?*

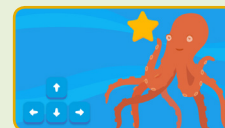
## What's Next?

Participants can use the ideas and concepts from this workshop to create a wide variety of projects. Encourage them to continue developing their projects into games, stories or interactive art with the resources listed below.



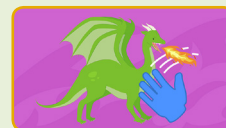
### Create a Story

Choose characters, add conversation, and bring your story to life.



### Chase Game

Make a game where you chase a character to score points.



### Video Sensing

Interact with characters and objects in Scratch with video sensing.

Find these projects in the Tutorials library: [scratch.mit.edu/ideas](https://scratch.mit.edu/ideas)

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.