

How to write games, animations and stories using

SCRATCH

for primary schools

Lesson Plan 4 A Cartoon About Me!

Mathematical Skills / Concepts

Scratch Features

Curricular Links

Problem Solving, Sequencing, Time

Importing pictures/ Editing pictures

Mathematics, Art, Geography, SPHE, Language

Learning Objectives

The child will:

- Import pictures from the computer and the Internet into Scratch.
- Use images, sounds and movement to create a personal profile.

Teacher Tip

Remind children that it is important to be safe online. Internet safety lessons are available at www.webwise.ie/article.aspx?id=7695

Introduction

Ask the children to create a folder on the computer desktop called Scratch Images.

- Right click anywhere on the desktop.
- Choose new, then folder.
- Call it Scratch Images or something similar.

This folder will be used to store any images or sounds downloaded from the Internet or imported from digital cameras, memory sticks or SD cards.

How to save images from the Internet

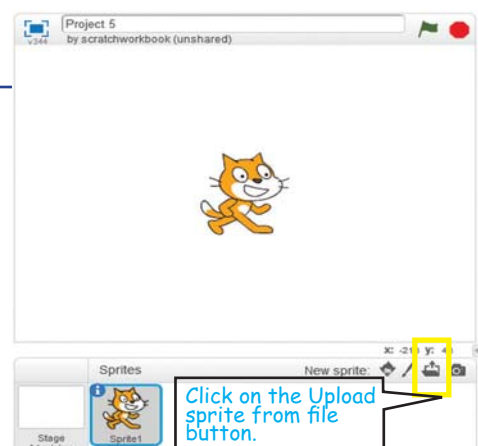
- Search for images on websites or search engines such as www.google.com or photograph compilations such as www.imagebank.ie. Websites might include local sports clubs where images of the children are featured.
- Once children have found a suitable image, right click on the image.
- Click on “save picture as”.
- Give the picture a suitable title.
- Save the picture into the folder you created on the desktop.

How to save images from an SD card or digital camera

- Insert the SD card into the computer or SD card reader. Alternatively connect the camera to the computer.
- Wait for the options to pop up on screen. Select “Open folder to view files”.
- Right click on your chosen picture.
- Click on “save picture as”.
- Give the picture a suitable title.
- Save the picture into the folder you created on the desktop.

Import pictures to Scratch

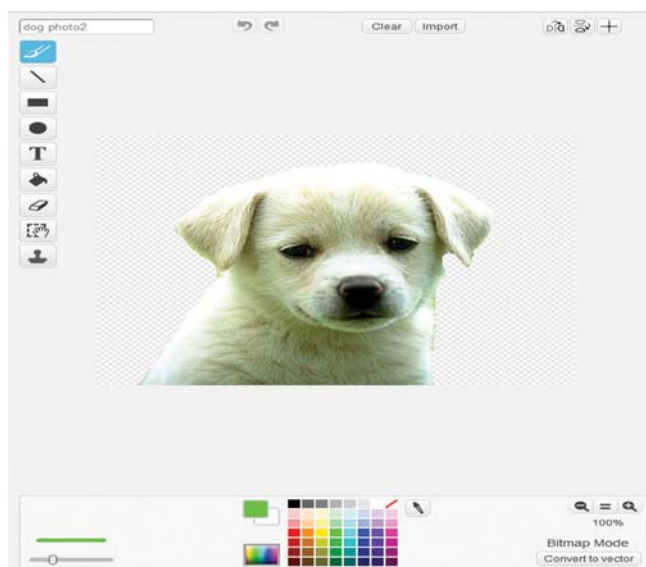
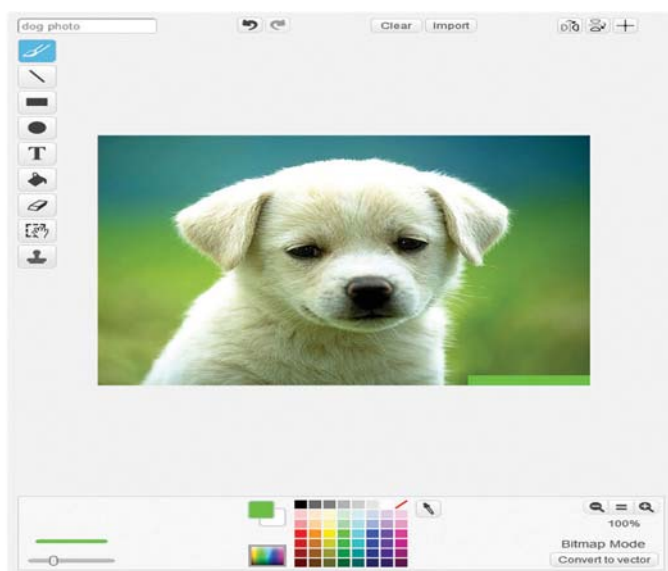
- Open a new project in Scratch.
- Delete the cat sprite.
- Click on the “Upload sprite from file” button.
- Choose the desktop from the window which pops up.
- Find the folder “Scratch Images” you created earlier.
- Select and open the photo you wish to use.



Edit a photo

When you import a photograph it may contain other images that you do not want, even simply a white background that has to be deleted.

- Click on the photograph in the sprites area.
- Click on the costumes tab.
- Your photo appears in the Paint Editor where you can delete backgrounds, alter colours and size and add text.



Challenge Time 1!

1. Download some images from the Internet or upload images from your camera.
2. Save the images to a folder on your desktop.
3. Import the image into Scratch as a sprite.
4. Edit the image.

Ultimate Challenge!

1. Take some photos of yourself or things that are important to you and save them to the desktop.
 2. Using these images, create a personal cartoon.
 3. Use sound, motion and images to create a cartoon about yourself.
 4. Include hobbies, favourite food etc.
- ** Remember, if you are sharing your project online do not include personal details such as full name, address or contact details.
5. Present this to a partner or the whole class.

Notes