

How to write games, animations and stories using

SCRATCH

for primary schools

Lesson Plan 9 Movie Script

Mathematical Skills / Concepts
Scratch Features
Curricular Links
Problem Solving, Sequencing
Operators, Sensing, Broadcasting
Mathematics, Art, Language

Learning Objectives

The child will:

- Plan and create a film sequence.
- Use operators and sensing in their scripts.

Teacher Tip

It is important that children review and debug their own work. This process supports higher order thinking in a meaningful way.

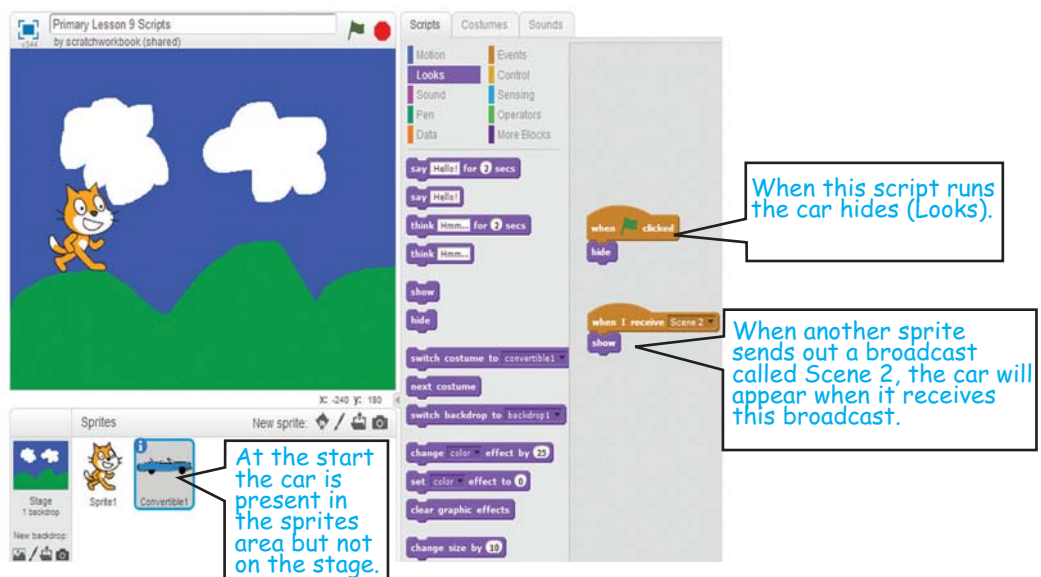
Introduction

- There are many different films that can be created – cartoons, action sequences, news shows or sports shows.
- The children should discuss their favourite shows and search for other animation clips on <http://scratch.mit.edu>. Remind the children that it is important to invent their own characters, rather than using those from real television programmes.
- Ask the children to use a storyboard to plan their film scene by scene.

Sequencing

We can use broadcasts to move between different scenes and different sprites.

- We can create all the different backdrops as we did in Lesson 8.
- All the sprites we need will be present from the start of the movie but they can be hidden until they are needed. Use the Show and Hide blocks from Looks.



(Recall how to use broadcasts to change backdrops as in the image below Lesson 8)



Challenge Time 1!

1. Use a storyboard to plan your animation. Create two separate scenes where the backdrops or the sprites change.
2. Import or draw the sprites you will need.
3. Import or draw the backdrops you will need.
4. Use broadcasts to move between the scenes.
5. Add sound or use speech bubbles from Looks.
6. Ask a friend to review your animation and help you to debug it.

Interactive movie

By inserting a simple question at the start of the film we can allow the viewer to be part of our animation.



Challenge Time 2!

1. Choose a new sprite.
2. Create a script which asks a question (Sensing).
3. Use the answer in a reply.
4. Ask your classmates to interact with your script.

Ultimate Challenge!

1. Use a storyboard to plan a cartoon or movie. Remember to choose a theme – comedy, horror, documentary, biography.
2. As part of your storyboard decide what sprites and backdrops you need.
3. Develop your movie using sensing, looks, motion and sound.
4. Have a movie day at school or at home and view your classmates' work.

Notes