

CodeClub activity checklist 01/06/2015

REMEMBER TO SAVE
YOUR PROJECT IN
YOUR HOME FOLDER!

You are going to learn how to program
your own animation!

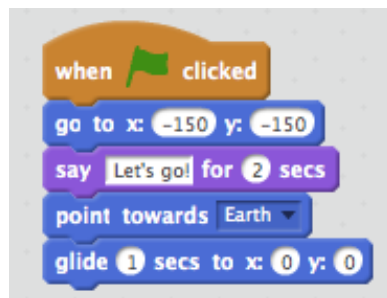
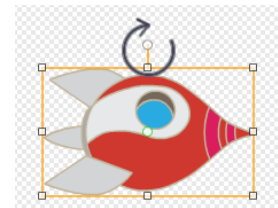
Preparation

1. Take your laptop
2. Log in
3. Check the battery. If remaining time is lower than 1 hour, change laptop.
4. Start Scratch (go to Computer->Student Share folder->Code Club and double click on the link to Scratch website)

Lost in Space

Step 1: Animating a spaceship

1. Start a new Scratch project, and delete the cat sprite so that your project is empty.
2. Add 'Spaceship' and 'Earth' sprites to your stage. You should also add the 'Stars' backdrop to your stage.
3. In 'Costumes' use the arrow tool to select the image. Then click on the circular rotate handle, and rotate the image until it is on its side.
4. Add this code to your spaceship sprite:
5. Note that the screen position x:(0) y:(0) is the center of the stage. Can you change the numbers in your animation code, so that:



- a. The spaceship moves until it touches the Earth?
- b. The spaceship moves more slowly towards the Earth?

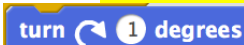
Step 2: Animating using loops

1. Delete the **glide block** from your code and use a **repeat block** to
 - a. move the spaceship
 - b. change its colour
 - c. and its size



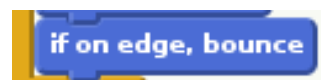
Step 3: Floating Monkey

1. Start by adding in the monkey sprite from the library.
2. In 'Costumes' draw a white space helmet around the monkey's head.
3. Add a **forever loop** so that the monkey spins slowly in a circle forever:



Step 4: Bouncing Asteroids

1. Add a 'rock' sprite to your animation.
2. Use a forever loop to make it bounce around the stage



Step 5: Shining Stars

1. Add a 'star' sprite to your animation
2. Combine a forever loop with 2 repeat loops to make the star slightly bigger 20 times, and then slightly smaller 20 times.