ANIMATING WITH TYNKER

Week 2

ICE BREAKER

What's Your Favorite Book,

Movie, or TV Show?

INTRO TO CODING PRINCIPLES

- Coding is like giving special instructions to computers to make our animations come to life!
- Today, we'll explore some coding principles that will help us create fantastic animations using Tynker.
- Let's dive in and see how coding makes our characters move and dance!

LOOPS IN ANIMATION

- Loops are like dance moves that repeat over and over, making our animations look smooth and continuous.
- For example, we can use a loop to make our character dance with style. We'll repeat the dance steps until we say stop!
- Let's try it out and make our characters groove to the beat!

VARIABLES IN ANIMATION

- Variables are like containers that remember information. They help us change things dynamically in our animations.
- For instance, we can use a variable to make our character make different anmovements.

PROJECT

Monster High

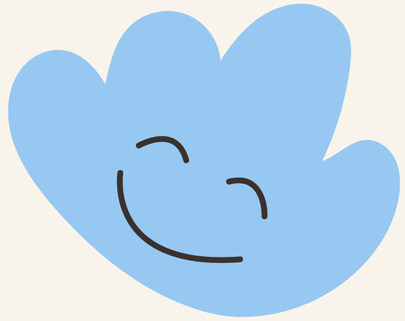
Dance Party

ASSIGNMENT

Time to create
your own game.

NEXT CLASS

GAME DEVELOPMENT
AND MORE ON
CODING PRINCIPLES



ANY QUESTIONS?

SEE YOU NEXT WEEK!