



Lesson Title	G7: GENERATING ANIMATED SPRITES
Objectives	<ol style="list-style-type: none"> 1. SWBAT create an animated Sprite 2. SWBAT use the online tools to find, create, and cut spritesheets
Standards	<p>9-12.CT.9 Systematically test and refine programs using a range of test cases, based on anticipating common errors and user behavior.</p> <p>9-12.CT.10 Collaboratively design and develop a program or computational artifact for a specific audience and create documentation outlining implementation features to inform collaborators and users.</p>
Materials	<ul style="list-style-type: none"> • Student Computer (Setup with VSCode + Git) • Digital Materials: <ul style="list-style-type: none"> ○ Instruction Slides/Notes ○ Project Reference Sheet ○ Links to Online Tools
Agenda	<ol style="list-style-type: none"> 1. Warmup <ol style="list-style-type: none"> a. Prompt students to find an online for a free “spritesheet” & download! <ol style="list-style-type: none"> i. .PNG file ii. Less than 20 individual sprites iii. All the same character b. There should be a wide variety of times it takes students to accomplish this. c. Have them paste what they come up with in the class chat. 2. Chop Up Sprites Activity <ol style="list-style-type: none"> a. Students follow instructions to create a folder of sprite images. 3. Pack Sprites Activity <ol style="list-style-type: none"> a. Students follow instructions to create spritesheets & generate .json files that indicate where. 4. Coding AnimatedSpritesActivity <ol style="list-style-type: none"> a. Students will edit starter code horse to make their new animated sprite.
Assessment	<ul style="list-style-type: none"> • Share in class chat about spritesheet • Push updated code to Github repo • Teacher walks around checking throughout each step