

Animated card

Description: Using our simple steps to code, make an animated card to send to a family friend.



30 MINS
– 1 HR+

MEDIUM

AGES 8+

ACTIVITY TYPE:
COMPUTER-BASED CODING ACTIVITY



<https://scratch.mit.edu/projects/11619157/>

YOU WILL NEED ...

- A computer
- Internet access

Scratch

A freely available programming environment that helps you make simple animations.

Visit the [parent page](#) .

(Not available for iOS devices)



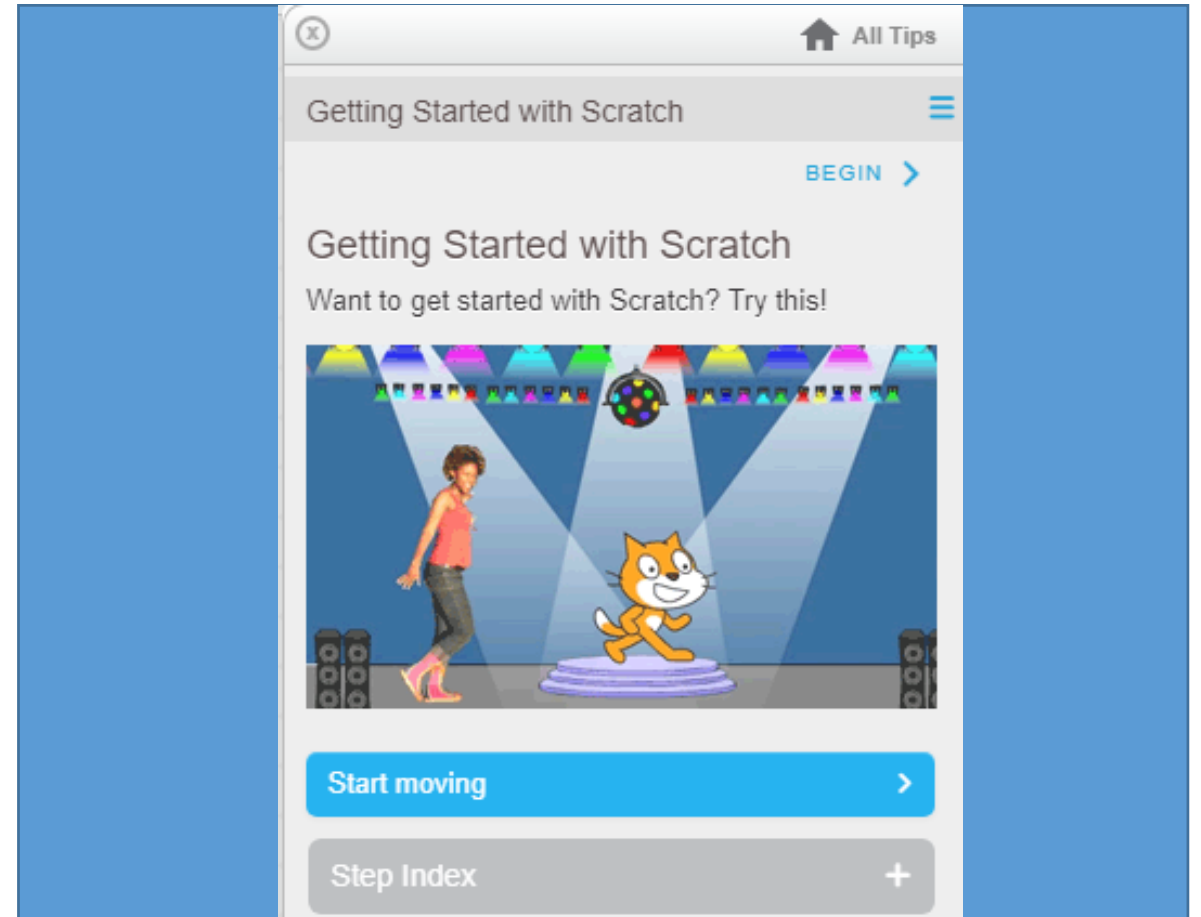
A bit about the activity ...

In this activity you will make an animated card using the Scratch programming blocks.

You will use three functions:

1. Select a background
2. Move the character (sprite)
3. Make the sprite say something

The tutorials will help you and your child learn how to do these.



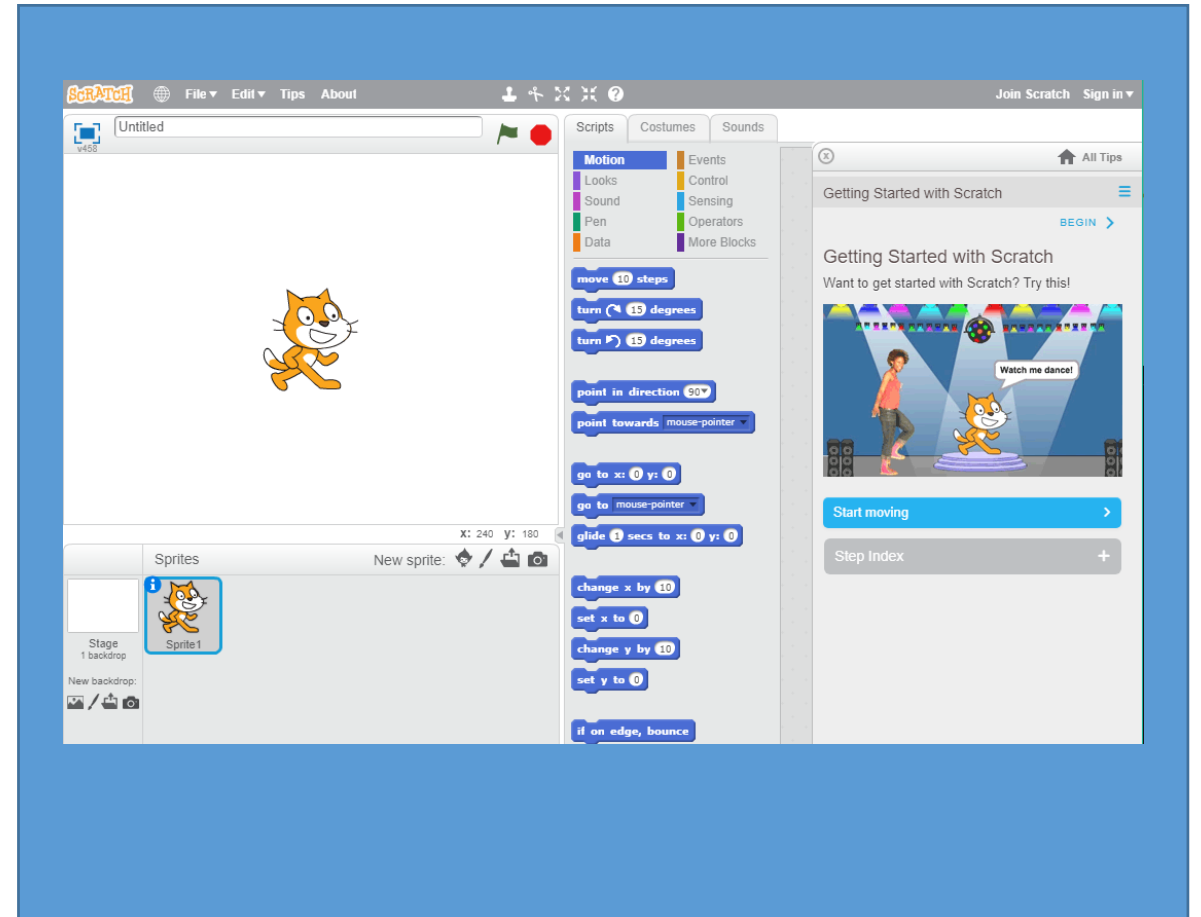
Let's get started...

1

Open up the [Scratch Project Editor](#).

You are ready to start your project.

Tip: If your child has not used Scratch, work through the ['Getting Started'](#) tasks.



What's next ...

2

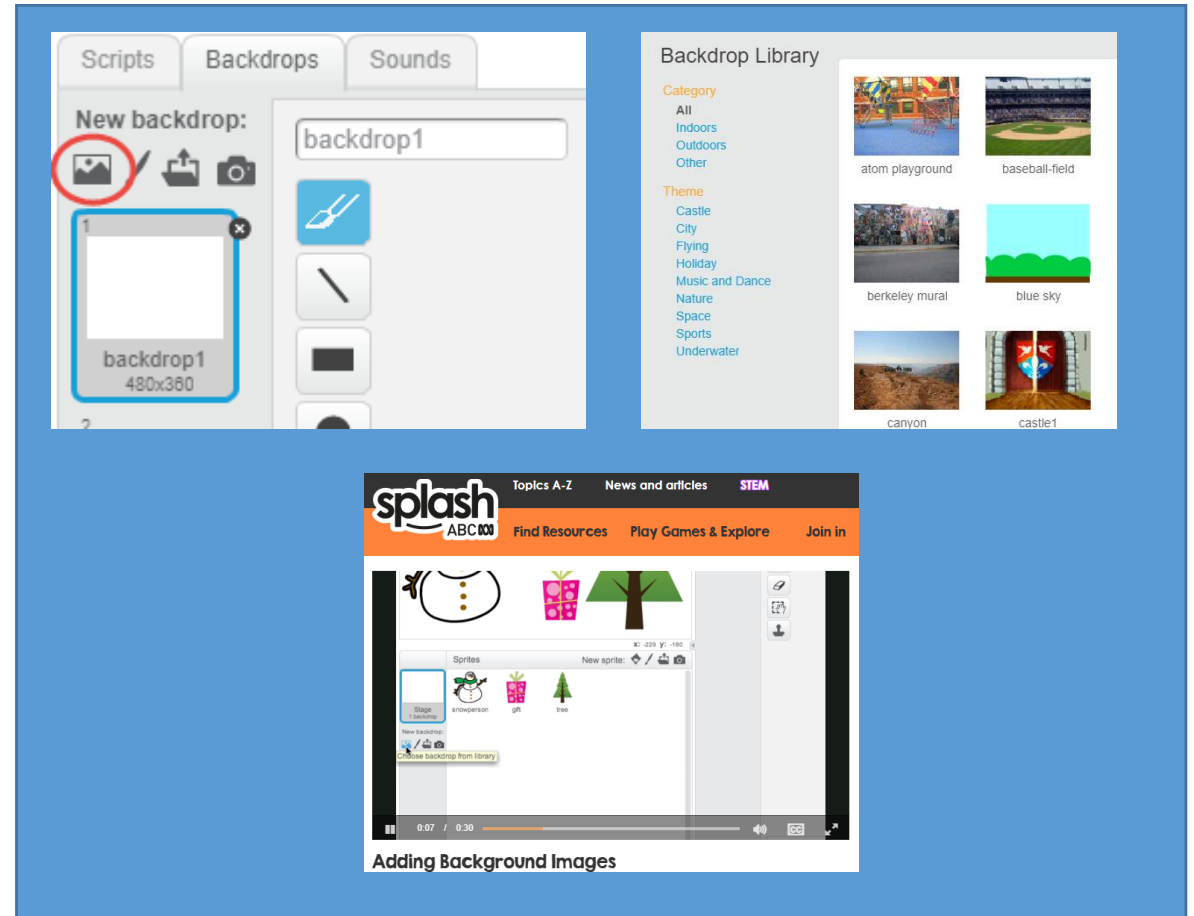
Let's add a background.

In Scratch its called a stage. Look for a tab that says 'Backdrops'.

Select the photo icon to choose a backdrop from the backdrop library.

Select 'ok' and your background should be added to the stage.

Tip: If you need help here's a brief video on how to add a background.



The image shows two screenshots related to Scratch's backdrop functionality. The top screenshot displays the 'Backdrops' tab in the Scratch interface. It features a 'New backdrop:' section with a photo icon circled in red, indicating the selection of a backdrop from the library. Below this is a preview window showing a blank stage labeled 'backdrop1' with dimensions '480x360'. To the right is the 'Backdrop Library' with a list of categories (All, Indoors, Outdoors, Other) and themes (Castle, City, Flying, Holiday, Music and Dance, Nature, Space, Sports, Underwater). Several backdrop thumbnails are visible, including 'atom playground', 'baseball-field', 'berkeley mural', 'blue sky', 'canyon', and 'castle1'. The bottom screenshot is a video thumbnail titled 'Adding Background Images' from the 'splash ABC101' website. It shows the Scratch interface with a 'New backdrop:' dialog box open, and a 'Choose backdrop from library' button highlighted. The video player controls at the bottom show a progress bar at 0:07 / 0:30.

What's next ...

3

You can add another character by selecting 'New sprite'.

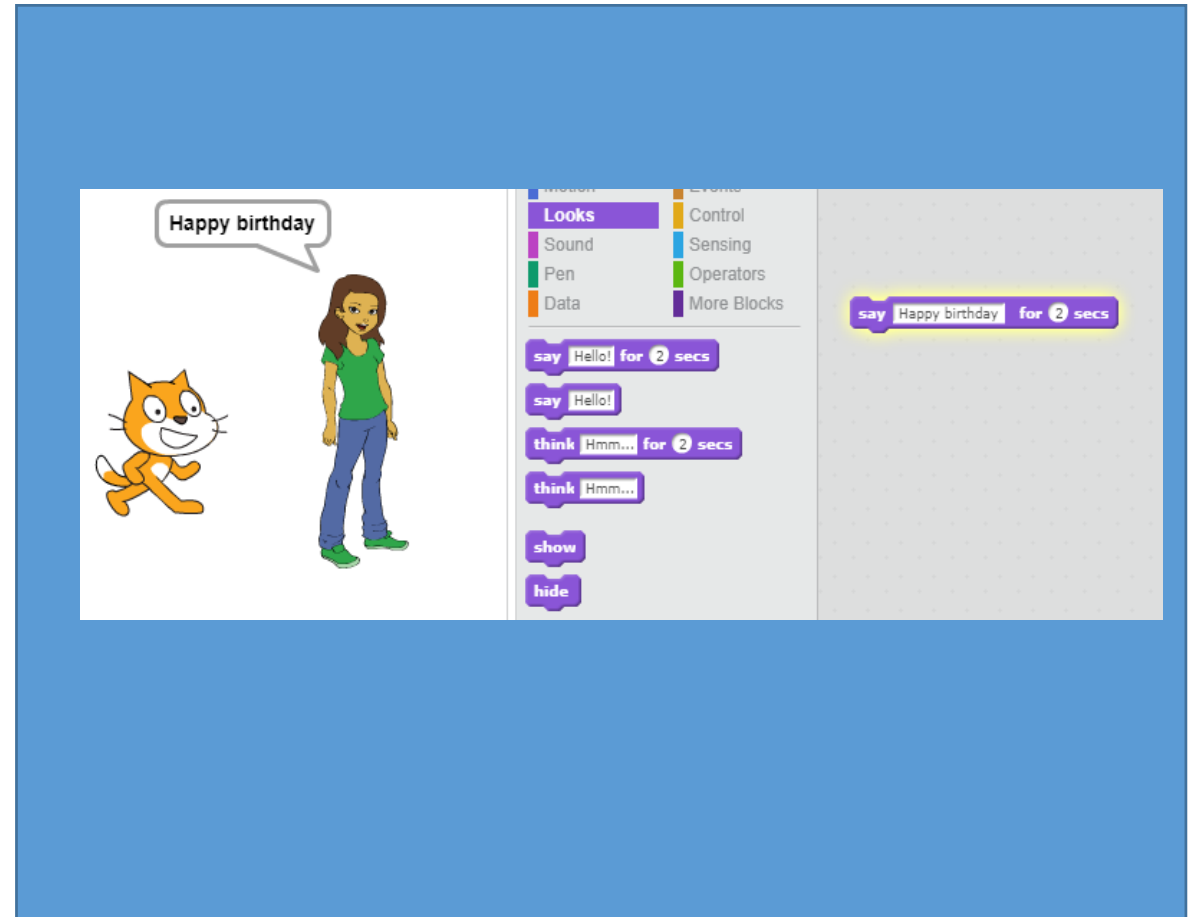
Choose a character from the Sprite library.

You can make the sprite say something. Go to Scripts and select 'Looks' for the purple coloured blocks. Move the say block onto your grey workspace.

Instead of 'Hello' type a greeting.

Test it by clicking the green flag.

Tip: If you need help here's a brief video on how to make a sprite say something.



What's next ...

4

Now its time to make your sprite move.

Choose from the blue coloured Motion blocks.

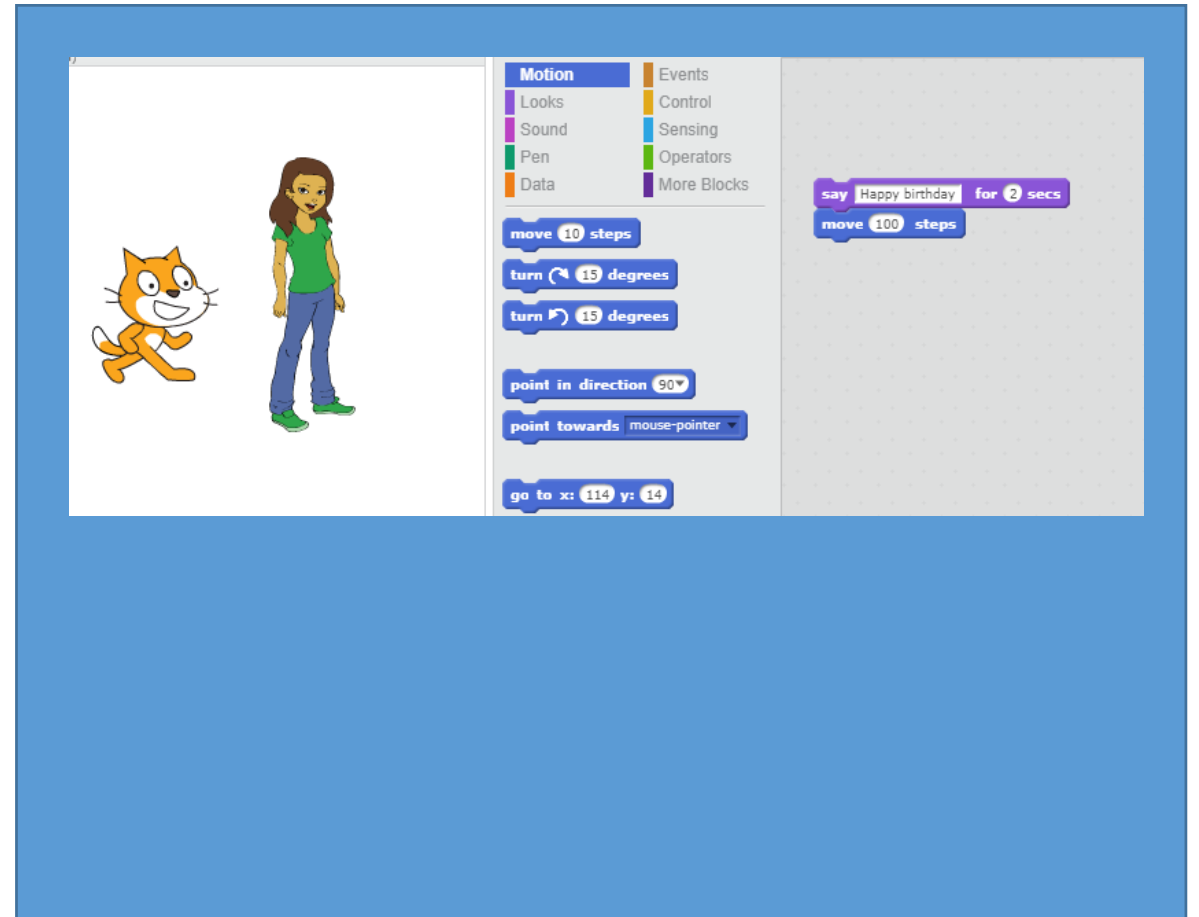
Try Move 10 steps block.

Change the number of steps.

Try other motion blocks.

You can also animate your sprite to make a sound using the pink-coloured Sound blocks.

Tip: If you need help here's a brief video on making your sprite [move](#) and how to [make a sound](#)



Congratulations...

5

Now explore what you can do and make your animated card.

Share your card with family and friends.

Save your project to your computer.

You can also create a free account.

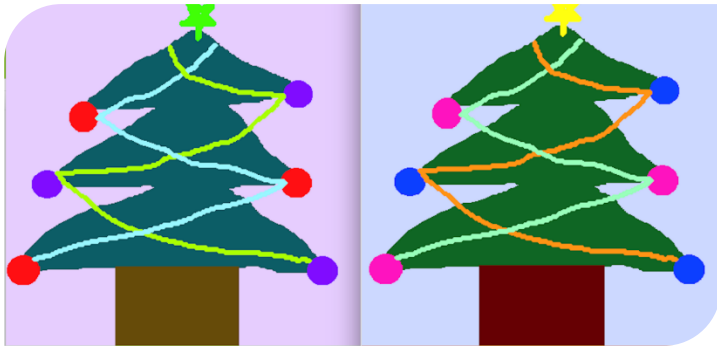
When you select 'See project page' you get an option to share.



What you could try next ...

1: Change sprite colour

Learn how to [change the colour](#) of a sprite.



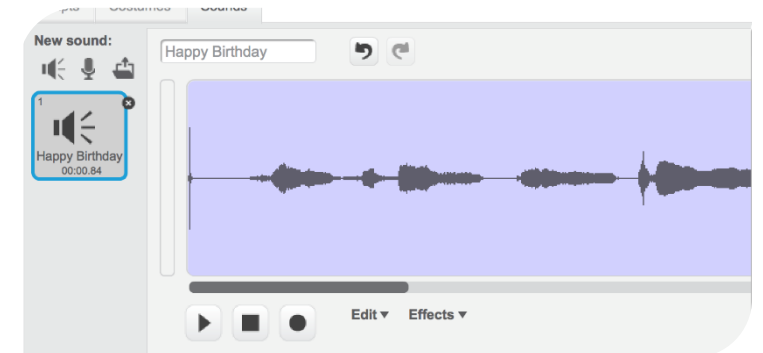
2: Change the costume

Learn how to [change the costume](#) of the Sprite to your card



3: Add your own music

Learn how to [record your own song](#) for your card using the Sound Tool Kit or a program such as Audacity.



Why we are learning about this ...

This activity incorporates many skills.

Programming is all about computational thinking which is really just about breaking down a problem into smaller steps.

We broke the animated card problem into small steps, make a background, choose a sprite, say something and move.

We used blocks to write our commands to tell the computer what to do.