

## Start Scratching Session 4

### Description

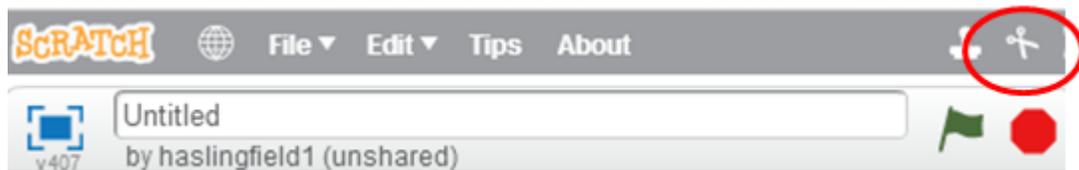
This session builds on the activity from the previous session, specifically the movie that the students created. It is not necessary for them to continue from the previous project, rather the goal is to build on the core concepts learned. The key new aspect of Scratch being introduced is costumes, and this is demonstrated in the context of animation.

### What is covered

- Costumes
- Basic Animation

### Steps

1. Sign into Scratch and open a new project and get rid of the cat



2. Import the parrot sprite

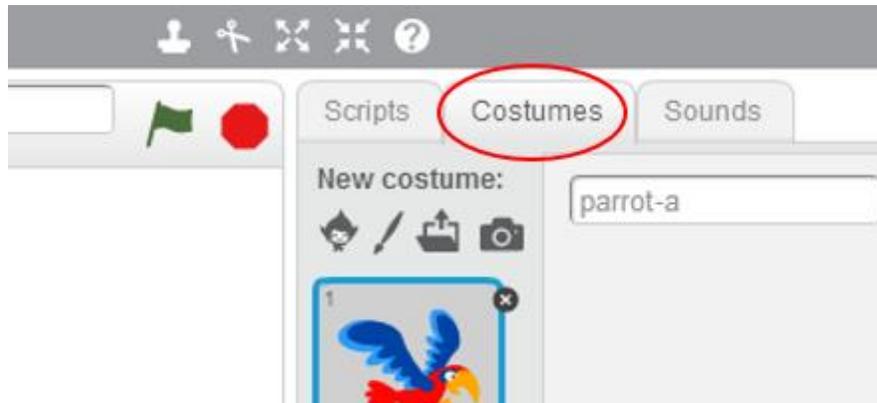
The parrot sprite is very useful for demonstrating costumes, as he has two readily available, and they can be very effectively used to show animation. **As the students should now be quite familiar with importing sprites, ask them which category the parrot is likely to be in.**



Parrot

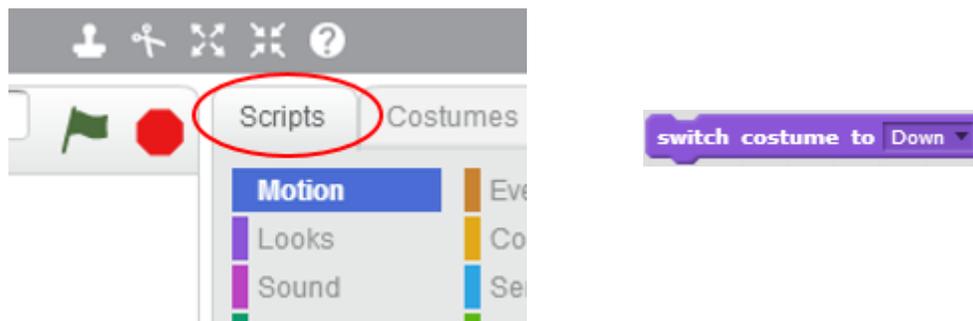
### 3. Ask the students to click on the Costumes tab

Introduce the concept of a costume, explaining that it is a little bit like dressing up. We can change how the sprite looks, but it is still the same sprite. Have the students click between the two costumes and see that the bird appears to fly. Ask the students to change the name of the costumes into something that makes more sense, such as 'Up' and 'Down'



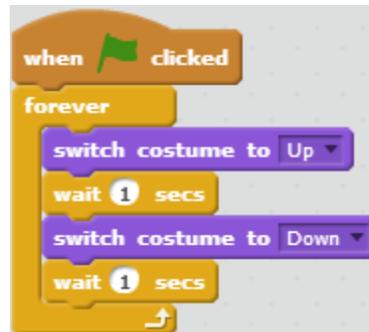
### 4. Introduce the switch costume block

Click on the scripts tab, and then on the Looks category. Find the block that can be used to switch the parrot's costume. Using the little black arrow, show how you can switch the parrot's wings up and down.



5. Ask the students how we could get the bird to flap his wings without having to keep clicking

Start with a top hat block, and bring in two 'switch costume blocks' and a forever block. Ask the students where they should put these blocks to have the parrot flap his wings. Lead them to the need for 2 'wait' blocks.



6. Show the students that the animation can be made quicker using a decimal  
Don't make a big deal of a decimal, just introduce it as a trick to make a number smaller than one. Show that by using decimals we can make the birds wings flap much faster.

7. Add a move and if on edge bounce

Now have the bird fly back and forth across the screen using a move and if on edge bounce. Remember that we will need to change the rotation style to stop him going upside down.



**Extra Challenge:** Have the students incorporate some animation into a movie, optionally they can build on their movie from last session