Animating with ScratchJr

Assessment Focus

Interactive Design

- Explore (2)*
- Express
- Evaluate
- Exhibit (Level 2)

* Explore (2) refers to the second bullet point of Explore in the Levels of Progression.

Pupil Notes

Level 1	Part 1
Level 2	Part 2

Task Description

In this task pupils are required to use the App, Scratch Junior to create an animation related to a curriculum topic. Using this App the pupils will create their own story by programming a sprite to move across the screen. They will have the opportunity to solve problems and express themselves creatively. Depending on the level at which the pupil is working, they may use the paint facility to change the appearance of the sprite and include a combination of images, text, sound and suitable backgrounds.

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Rewarding Learning

Prior Knowledge/Experience

- Pupils should have some experience of moving a sprite across the screen.

Resources

iPad
Scratch Junior App

Managing the Task

Pupils should be given opportunities to:

Plan

- Pupils should have some experience of using Scratch Junior.
- They should plan the story they want to produce, looking at the sprites and backgrounds available within the program.

Do

- Pupils should work together or individually to insert a background.
- They should input commands to make the sprite move.
- Depending on the level at which they are working, they should save, store and retrieve their work appropriately.

Review

- Pupils should be given the opportunity to discuss their project with their peers.
- They should reflect on the process and make any changes to their commands if required.

Evidence for External Moderation

As well as submitting the final product, please include;

- any evidence of planning

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Rewarding Learning

Assessing Pupils' Responses to the Task

The first column of the Assessment Criteria Grid sets out the Requirements for Using ICT covered in this task. Alongside this are the Levels of Progression and the Using ICT Desirable Features for Interactive Design at Levels 1 and 2. These Desirable Features have been produced as guidance for teachers to consider when observing a pupil and assigning a level to a piece of work. When coming to a holistic judgement of the pupil's level of Using ICT competence, teachers should ensure that these Desirable Features are used in conjunction with the Using ICT Levels of Progression.

Assessment Criteria Grid		
Using ICT Requirements	**Level 1**	**Level 2**
Explore • investigate, make predictions and solve problems through interaction with digital tools.	Pupils can: • explore and interact with a digital device or environment;	Pupils can: • carry out a series of instructions using a digital device or environment;
Express • create, develop, present and publish ideas and information responsibly using a range of digital media and manipulate a range of assets to produce multimedia products.	• Express ideas by creating picture and composing text or adding own voiceover;	• create and edit text onscreen; combining images and / or sound;
Evaluate • talk about, review and make improvements to work, reflecting on the process and outcome and consider the sources and resources used, including safety, reliability and acceptability.	• talk about their work and;	• talk about how to improve their work; and
Exhibit • manage and present their stored work and showcase their learning across the curriculum, using ICT safely and responsibly.	• Print their work.	• Save their work.

Pupils should demonstrate, when and where appropriate, knowledge and understanding of e-safety including acceptable online behaviour.

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Desirable Features

Interactive Design	
Level 1:	• explore a digital device or environment using simple commands, for example take an existing sprite and use pre-existing commands to make it move or change; and • talk about what they have done.
Level 2:	• enter commands to create movement or change, for example change the appearance of a sprite or make a sprite move in more than one direction; and • talk about how to improve their work.

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Part 1

Use the blue buttons to make the cat sprite move across the screen.

Use the purple button to add words to the cat or the green button to record a sound.

Tell your teacher what you did and how you did it.

Part 2

Replace the cat with a new sprite

Choose a suitable background for your animation

Add text or sound

Make your sprite move in different directions

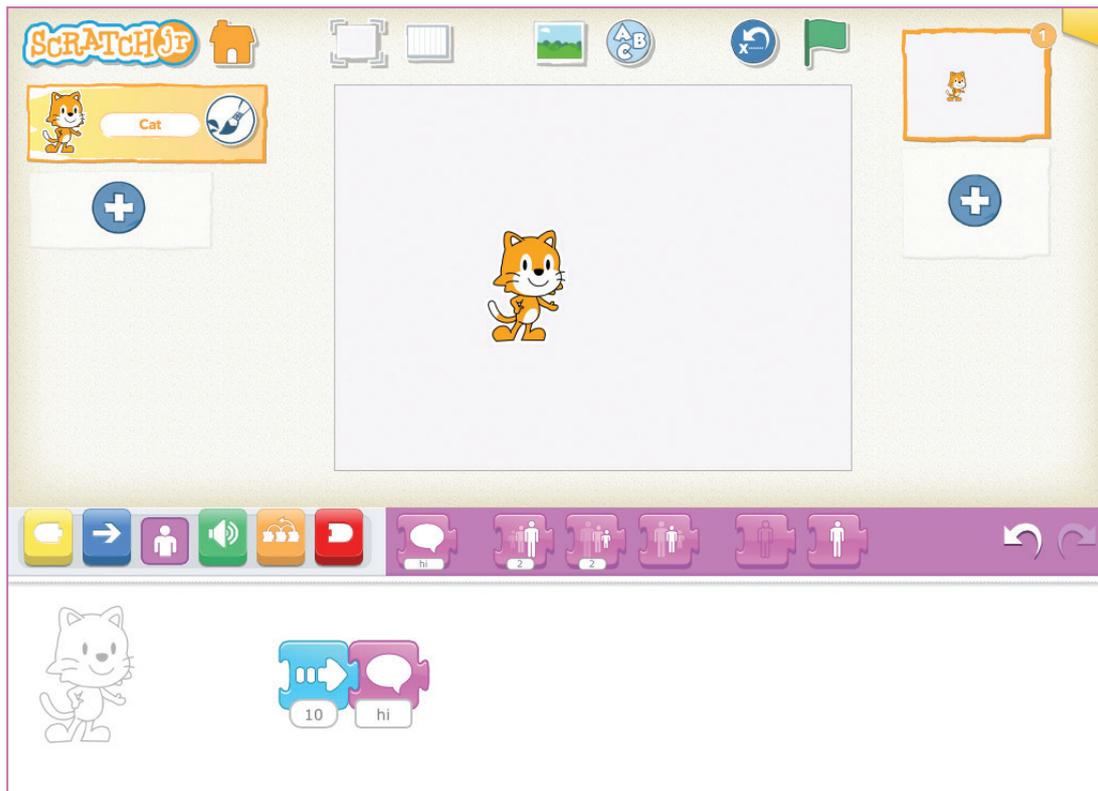Change the colour of your sprite or make it bigger or smaller

Save your work.

Show it to a friend and talk about how you could improve it

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This is an example of a **Level 1** activity.

The code moves the cat forward 10 steps before making a speech bubble appear with the word "hi" in it.
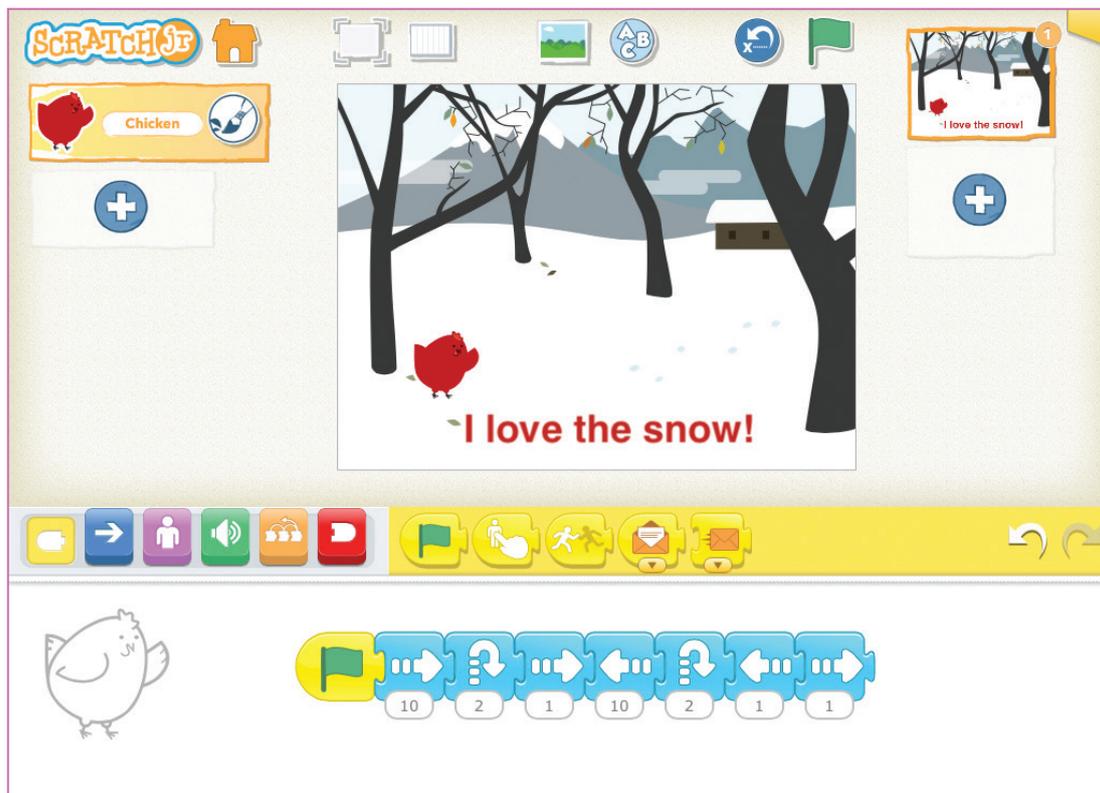

ScratchJr is a collaboration between the DevTech Research Group at Tufts University the Lifelong Kindergarten Group at the MIT Media Lab, and the Playful Invention Company ® ScratchJr is a registered Trademark

1. Open ScratchJr

2. Click on the house button

3. Click on the white screen with the + button in the middle to create a new project

4. Drag the blue arrow block onto the white area at the bottom of the screen

5. Tap on the space on the block where the number is and select a different number from the keypad

6. Click on the purple button

7. Drag the purple block with the speech bubble on it down beside the blue arrow block

8. Join the two blocks together

9. Click anywhere on the combination of blocks to see the effect

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This is an example of a **Level 2** activity.

A Background has been inserted and the cat sprite deleted. The hen sprite has been brought in and the colour changed. Text has been added and the code moves the hen across the screen.

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1. Open ScratchJr

2. Click on the house button

3. Click on the white screen with the + button in the middle to create a new project

4. Press down on the cat sprite until the x appears

5. Click on the x to delete the cat

6. Click on the + button on the left hand side of the screen just under the ScratchJr logo

7. Click on a different sprite displayed in the gallery

8. Click ✔ to confirm the selection

9. Click on the paintbrush beside the sprite's name. This will open a paint editor

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10. Select the paint pot and a different colour

11. Double click on the sprite to change its colour

12. Click ✔ to confirm the selection

13. Click on the background icon

14. Click to select a new background from the backgrounds gallery

15. Click ✔ to confirm the selection

16. Position the sprite on the background by dragging it

17. Click on the text button and type suitable text

18. With the text box still open, click on the paint bucket

19. Select a colour and size for the text

20. Click Go

21. Position the text on the screen by dragging it to the desired location

22. Add the move right, hop and move left blocks from the blue block category

23. Join the green flag control block from the yellow block category to the first block

24. Click on the green flag to see the effect

Further support

For tutorials on using the Scratch Junior program go to the Scratch Junior website at: www.scratchjr.org There are videos and a 'Teach' section giving helpful advice. There are also useful videos on YouTube that explain how to use the App's functions.

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