



# SCRATCH LESSON PLAN

## MOTION BLOCKS

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees

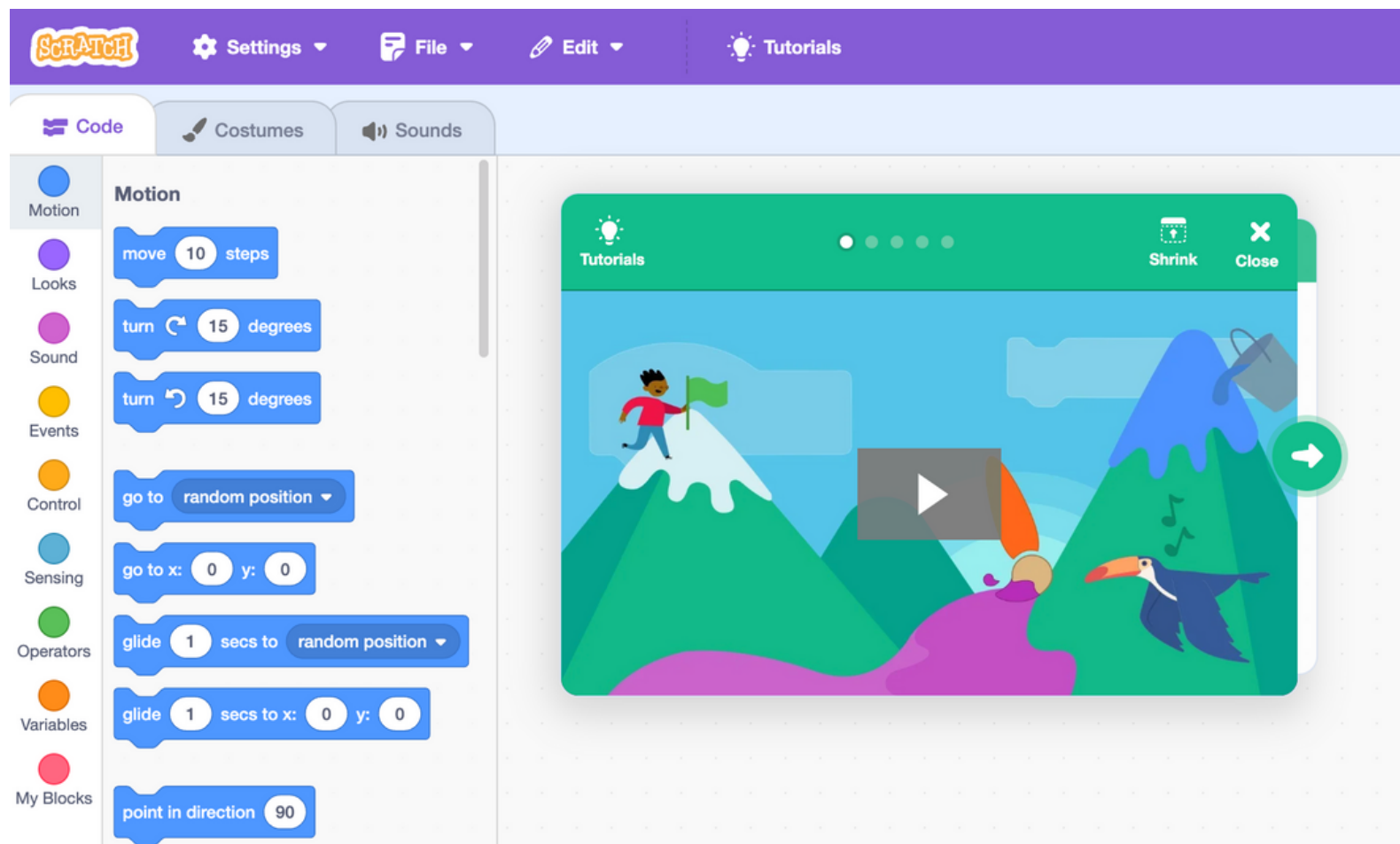
# Lesson 1: Introduction to Scratch and Basic Movement

**Objective:** Introduce students to the Scratch environment and teach them to create a simple animation using the “Motion” blocks.

## Activities:

1. Explore the Scratch interface, emphasizing the stage and sprite areas.
2. Teach students to add and customize sprites.
3. Introduce the “Motion” blocks, including “Go to x: y:”, “Move,” and “Turn.”
4. Guide students in creating a basic animation where a sprite moves across the stage.

**Key Concepts:** *Sprites, coordinates, movement, turning, and basic animation.*



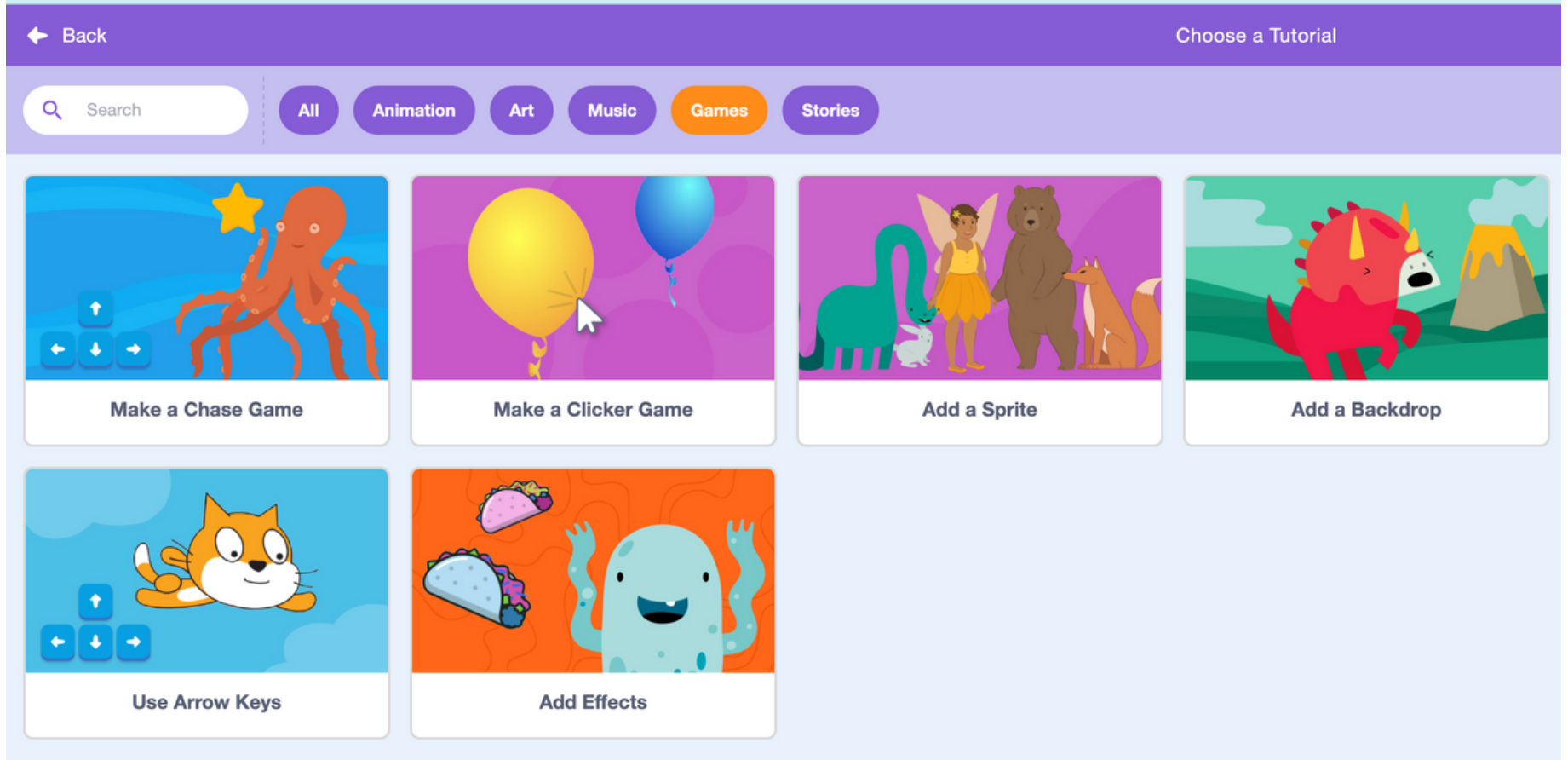
## Lesson 2: Creating a Maze Game

**Objective:** Teach students how to design and code a simple maze game using “Motion” blocks.

### Activities:

1. Discuss the concept of a maze game, explaining the goal and obstacles.
2. Guide students in creating a maze using the backdrop and drawing tools.
3. Introduce the “If on edge, bounce” block for better sprite navigation.
4. Instruct students to code a sprite to move through the maze while avoiding walls.

**Key Concepts:** *Backdrops, conditions, collision detection, and game design.*



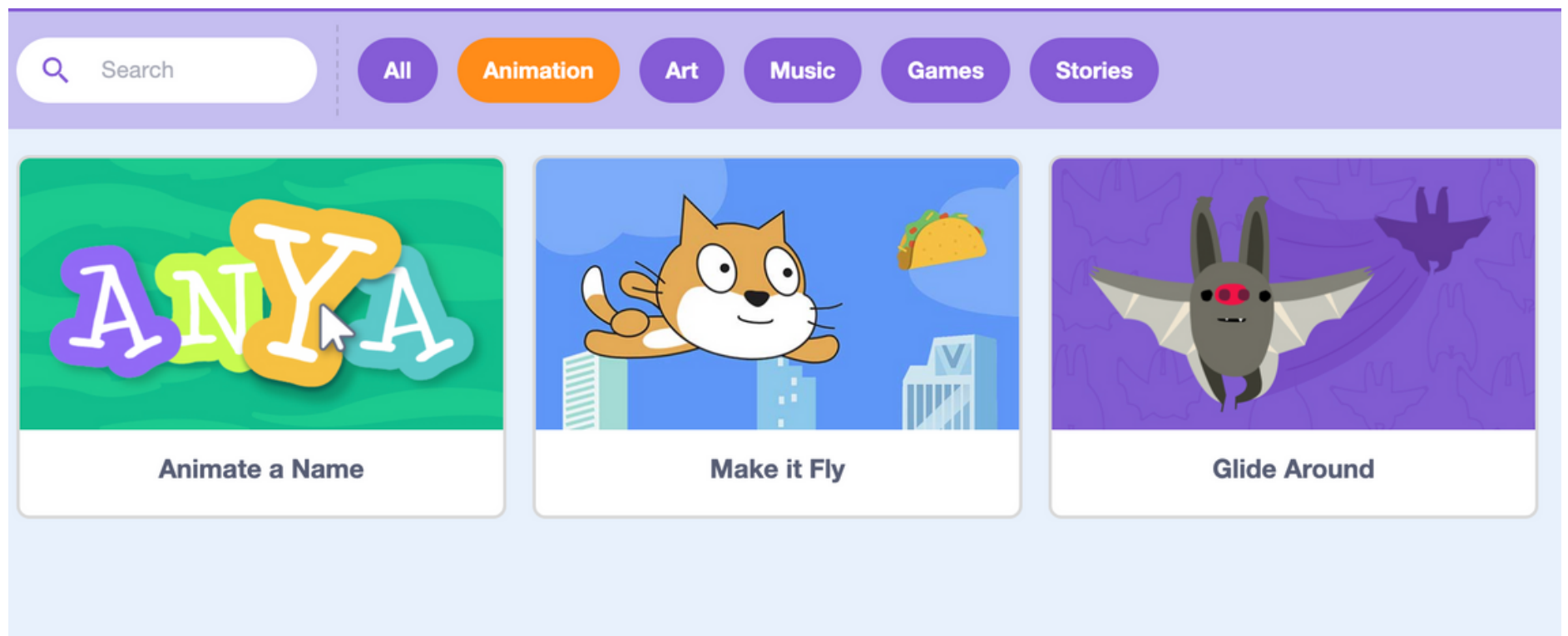
## Lesson 3: Animating Characters

**Objective:** Teach students how to animate characters and objects using “Motion” blocks.

### Activities:

1. Explain the importance of animation in storytelling and games.
2. Show students how to import multiple costumes for a sprite.
3. Teach the “Switch Costume” and “Next Costume” blocks for animation.
4. Have students create a short story or game where characters change costumes to express emotions or actions.

**Key Concepts:** *Costumes, animation, storytelling, and character design.*



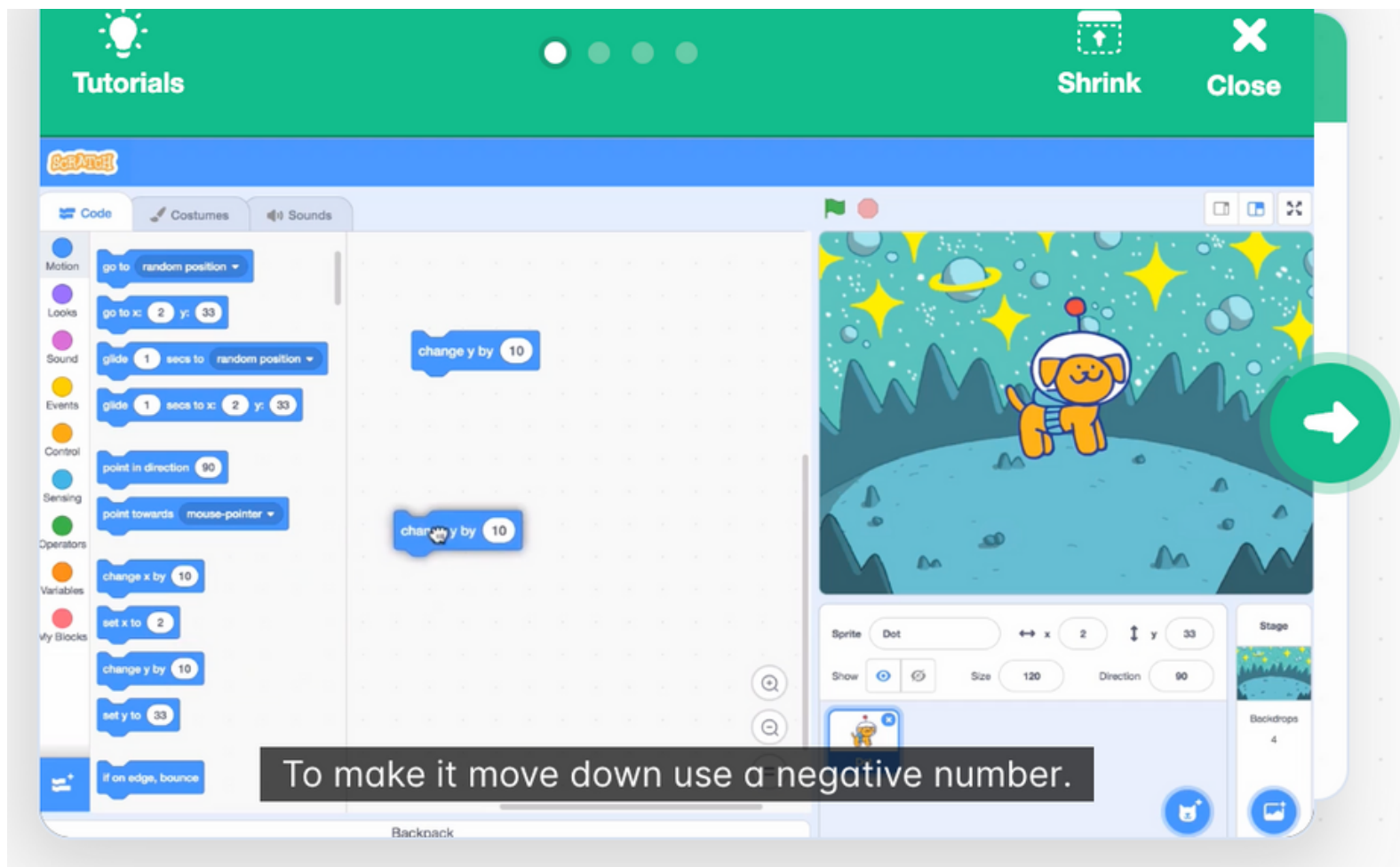
## Lesson 4: Creating a Racing Game

**Objective:** Guide students in developing a simple racing game using “Motion” blocks.

### Activities:

1. Discuss the concept of a racing game, highlighting the objective and rules.
2. Introduce the “Glide” and “Set Rotation Style” blocks for smoother movement.
3. Instruct students to create a racecourse using backdrops.
4. Help students code a racing game where players control a sprite to navigate through the track.

**Key Concepts:** *Smooth movement, user controls, game objectives, and scoring.*



The screenshot displays the Scratch programming interface. On the left, the 'Code' tab is active, showing a list of blocks under the 'Motion' category. The main workspace contains a script with two 'change y by 10' blocks. A green arrow points to the second block, indicating a modification. The stage area shows a cartoon dog in a space helmet on a planet with a starry background. The bottom right corner features a text box with the instruction: 'To make it move down use a negative number.'

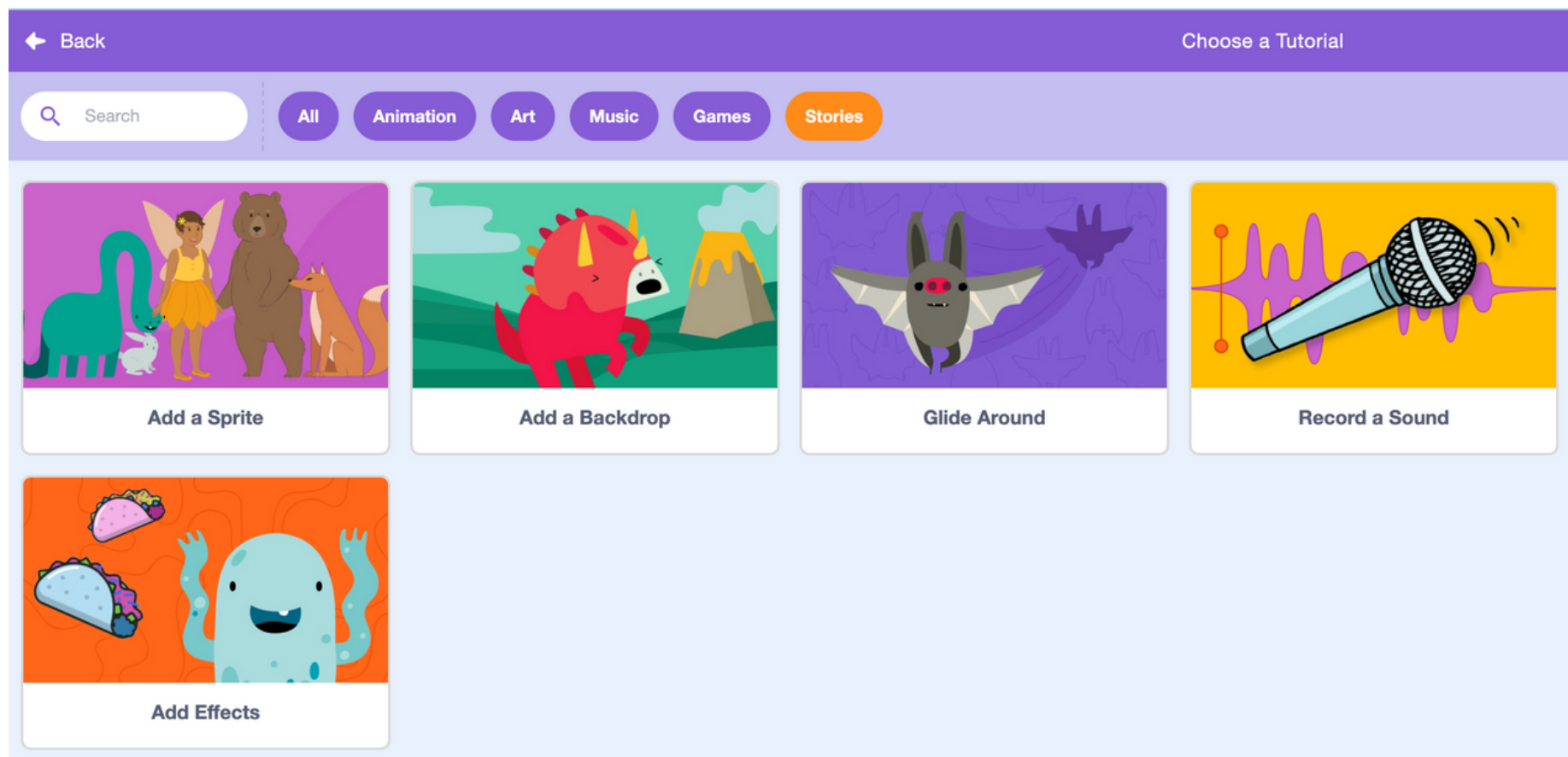
## Lesson 5: Interactive Storytelling

**Objective:** Encourage students to create an interactive storytelling project using “Motion” blocks.

### Activities:

1. Discuss the concept of interactive storytelling and its appeal.
2. Teach students to use “When Green Flag Clicked” and “Broadcast” blocks for interaction.
3. Guide students in creating a story or game with multiple scenes and choices.
4. Allow students to share and play each other’s interactive projects.

**Key Concepts:** *Events, broadcasts, choices, and storytelling.*



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