SCRATCH LESSON PLAN

MOTION BLOCKS

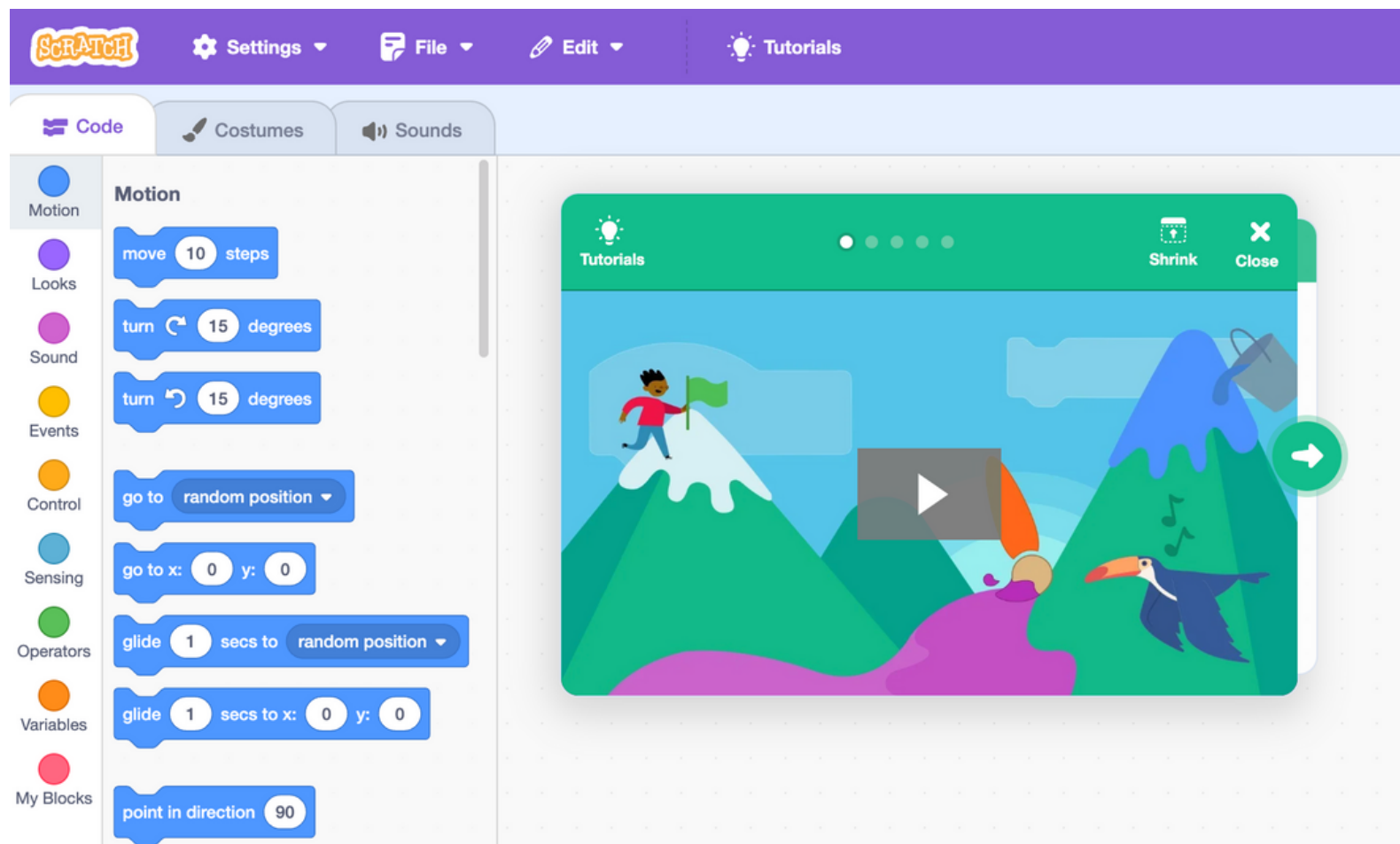**Motion**

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.*
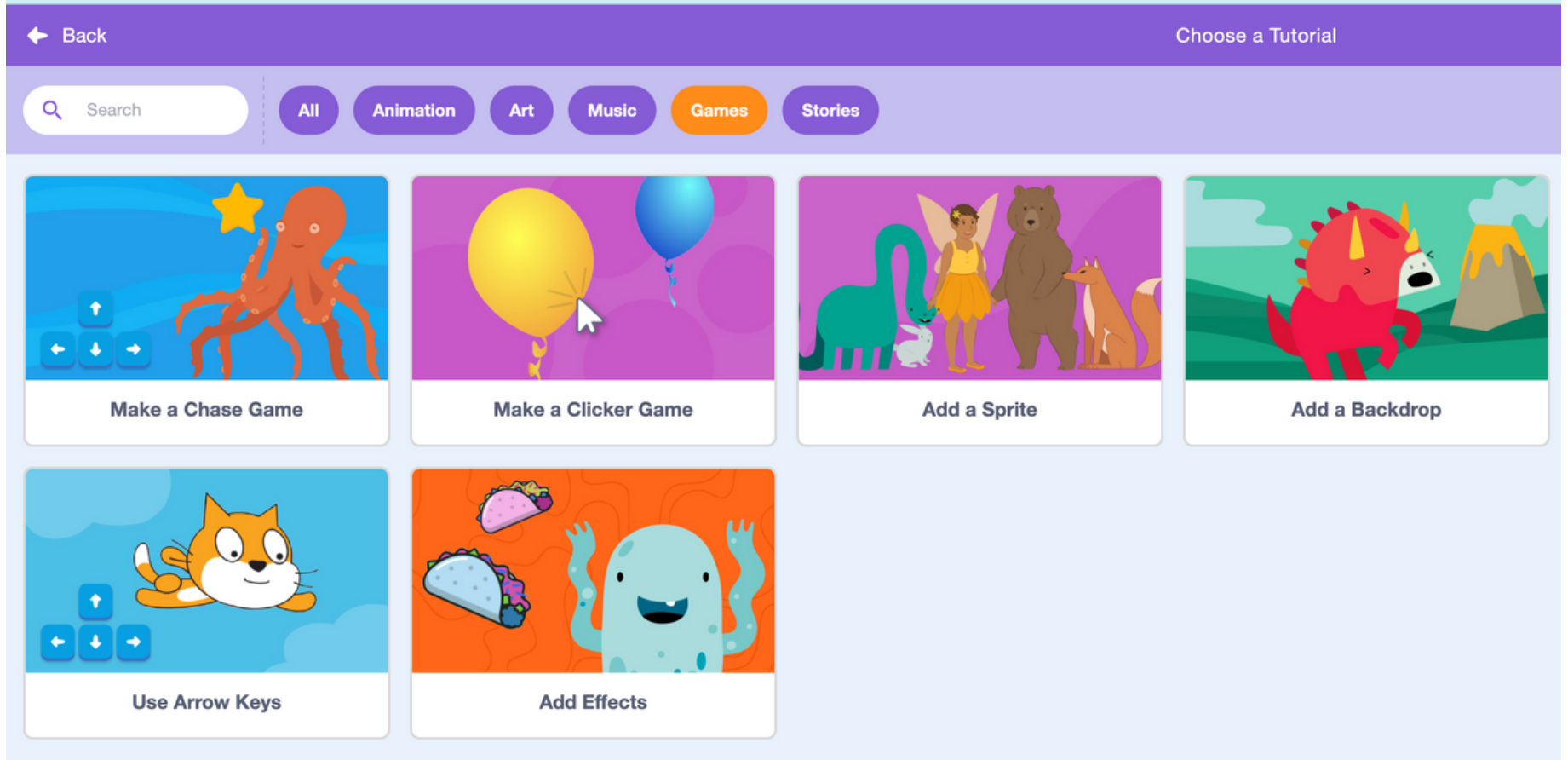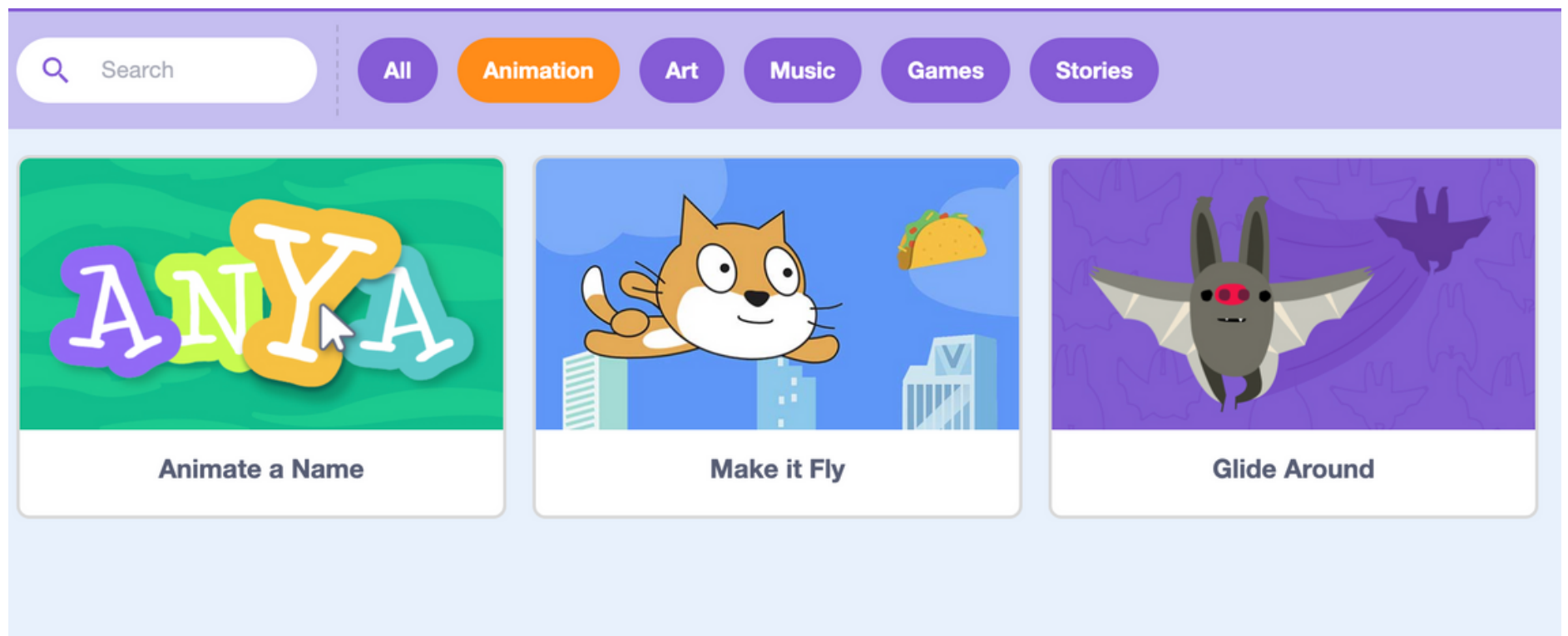
Lesson 3: Animating Characters

Objective: Teach students how to animate characters and objects using "Motion" blocks.

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

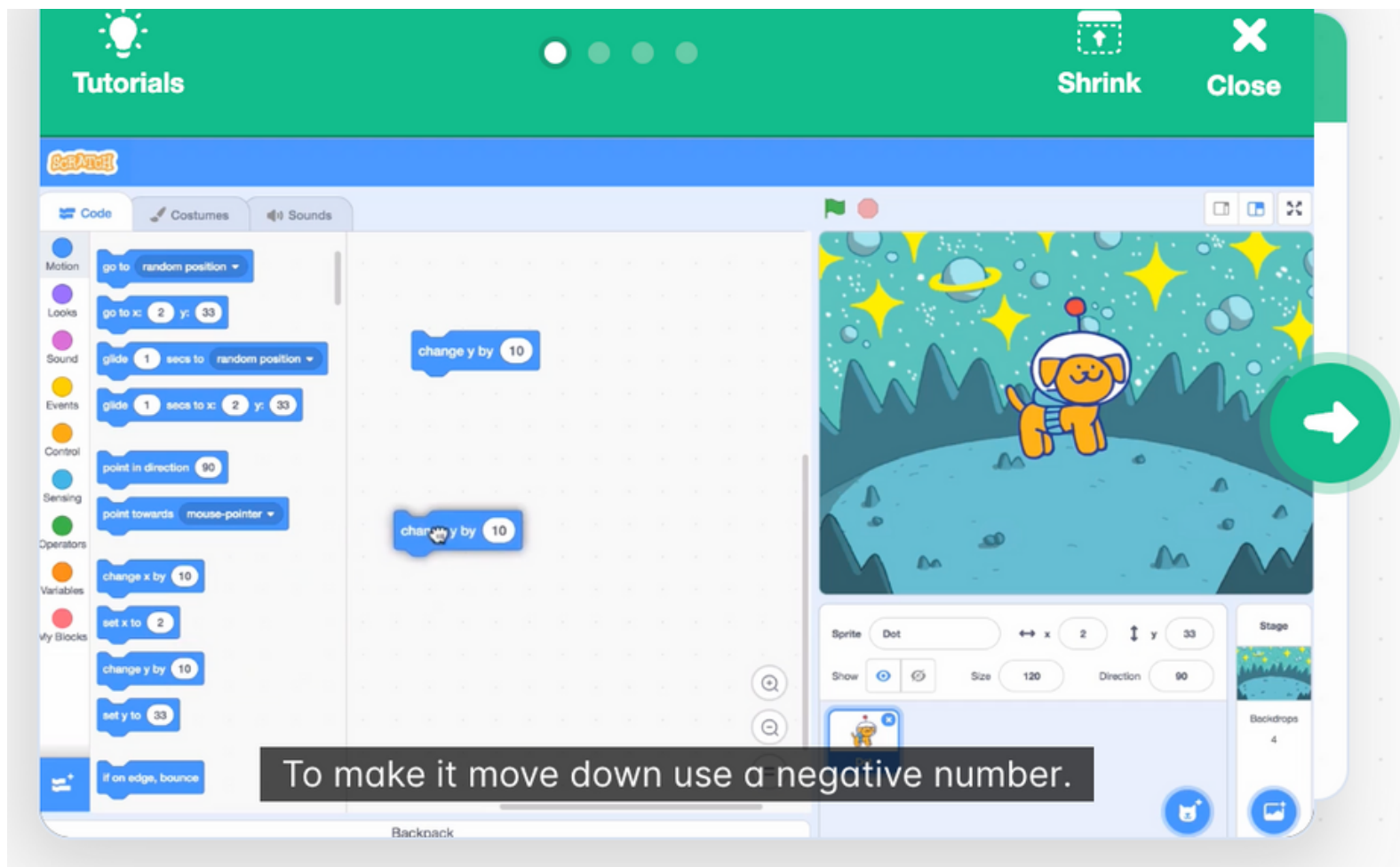| Q Search | All | **Animation** | Art | Music | Games | Stories |

Animate a Name

Make it Fly

Glide Around

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.*

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.*
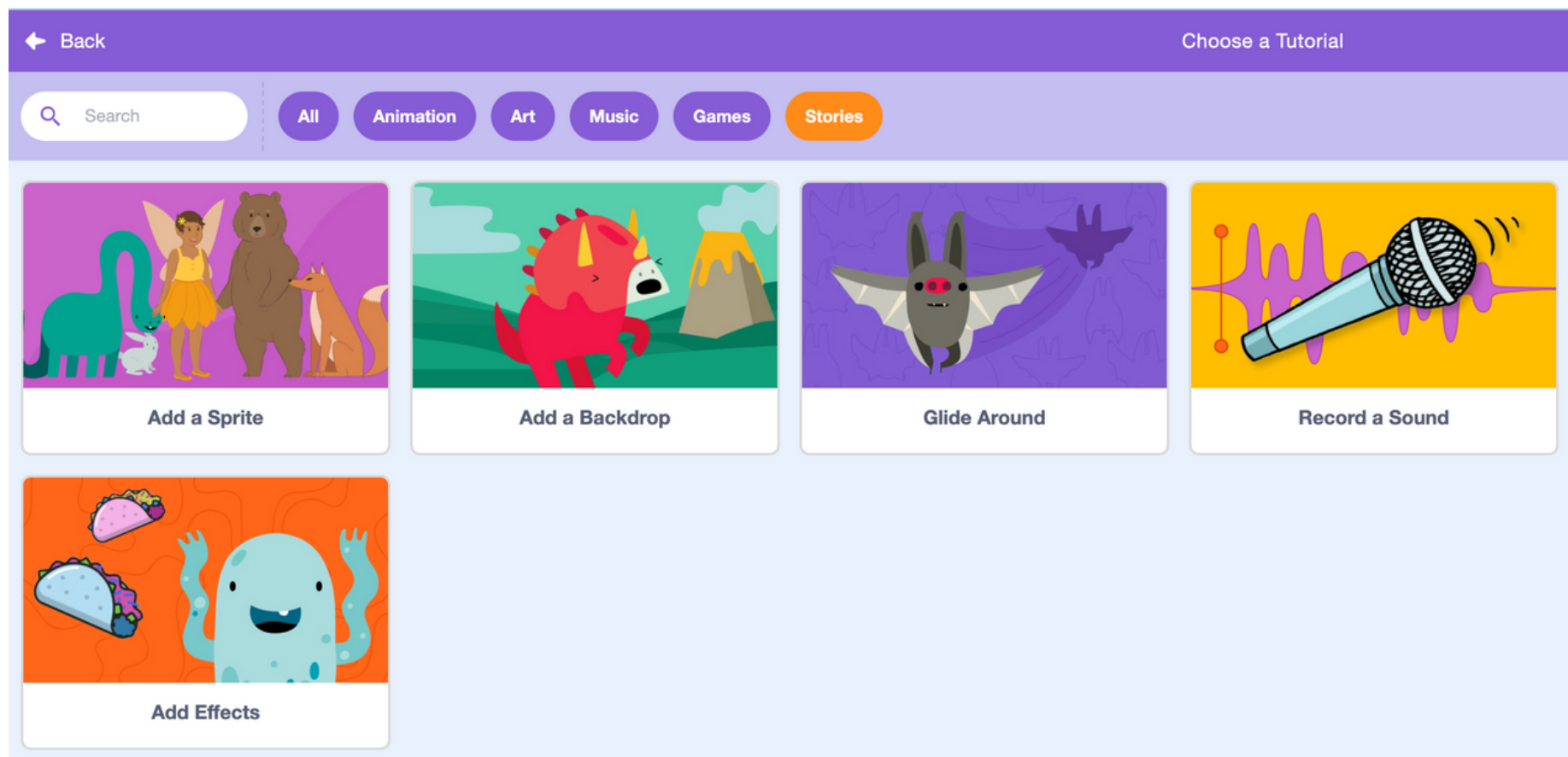
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CODING ANIMATION and GAMES with SCRATCH

SIMPLE GAMES, ANIMATION AND CODING FOR BEGINNERS
7-10 YEARS

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wizkidsclub.com