Name: Date:

Year 4 Alien1 Lesson 4 (Scratch 2.0)

Resources – Scratch application, pencil (to tick off hardcopy of this sheet),Y4L4 Pupil S2.0 Folder, Whiteboard/projector (to show video and demonstrate the Scratch application).
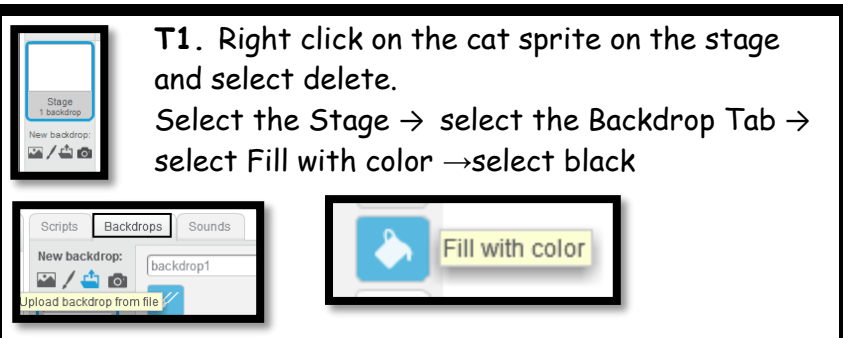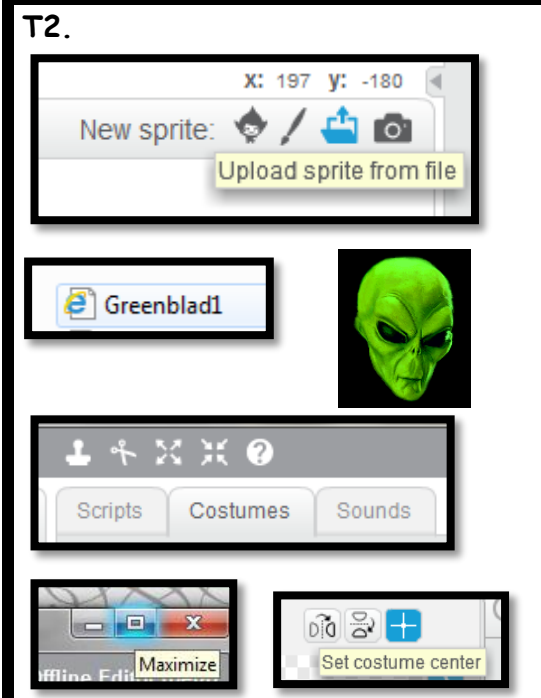
Vocabulary – Sprite, sprite library, stage, fill with colour, paint editor, costumes, vector image, png image. **Event Palette-** *when green flag clicked.* **Control Palette-** *forever loop, repeat, wait.. secs.* **Motion Palette-** *go to x: y: point in direction,* **turn x degrees. Looks Palette** *– set size to %, change size by, next costume.*

Lesson Objectives –To create an animated alien   (image from www.heathersanimations.com)

Start Scratch 2.0→ File Save as → Navigate to your Folder on the Network →Select Y4L4 Pupil S2-0 and save your filename as Y4L4 Alien1 (your initials + partner initials) inside this folder.
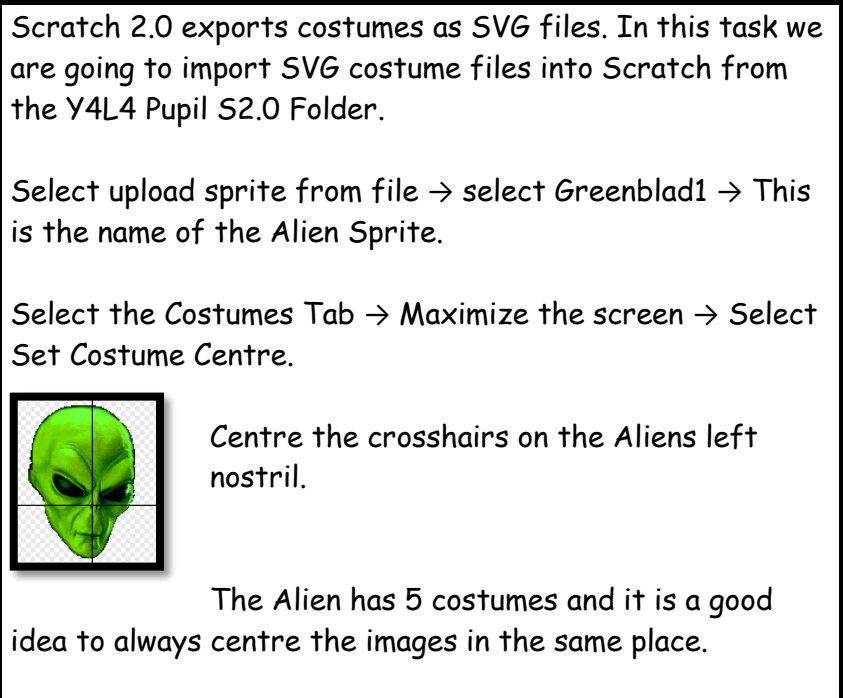
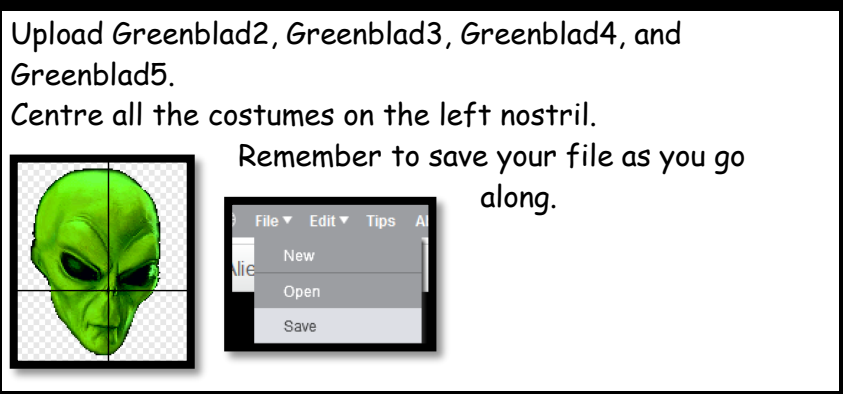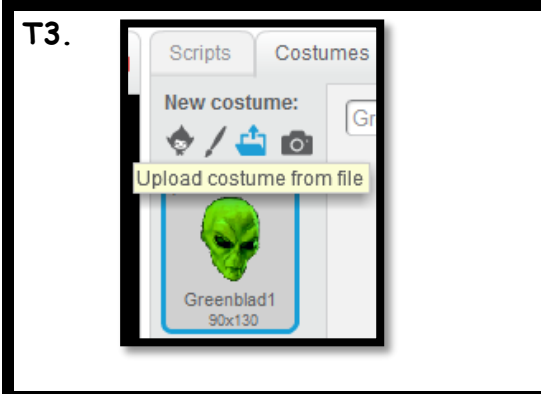|	
	T1. Right click on the cat sprite on the stage and select delete. Select the Stage → select the Backdrop Tab → select Fill with color →select black
T2. 	Scratch 2.0 exports costumes as SVG files. In this task we are going to import SVG costume files into Scratch from the Y4L4 Pupil S2.0 Folder. Select upload sprite from file → select Greenblad1 → This is the name of the Alien Sprite. Select the Costumes Tab → Maximize the screen → Select Set Costume Centre. Centre the crosshairs on the Aliens left nostril. The Alien has 5 costumes and it is a good idea to always centre the images in the same place.
T3. 	Upload Greenblad2, Greenblad3, Greenblad4, and Greenblad5. Centre all the costumes on the left nostril. Remember to save your file as you go along.

T4.
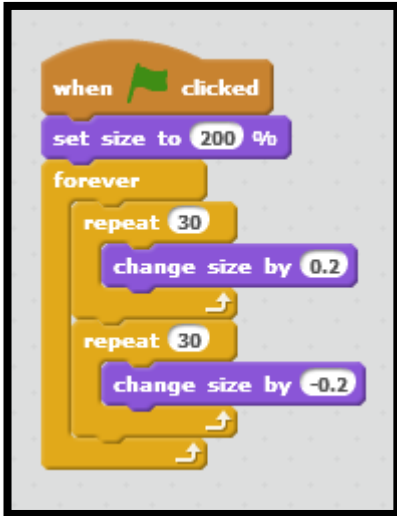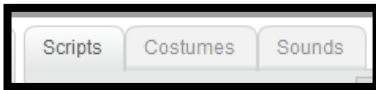
We want to make the alien appear as though he is alive and breathing.

Set the size to **200%** and drag the sprite down the stage so that the whole of the alien appears on the stage.

The sprite will gradually get larger by **0.2** and this will be repeated 30 times.

The sprite will then gradually get smaller by **-0.2** and again this is repeated 30 times.

From the **Event Palette** drag out a **when green flag clicked**.

From the **Control Palette** drag out a

forever loop

2 repeat loops

From the **Looks Palette** drag out a **set size to 200%**

2 change size by

Click the green flag. It now looks as though he is breathing

T5.

To create an animation by moving to the next costume.

From the **Event Palette** drag out a **when green flag clicked**.

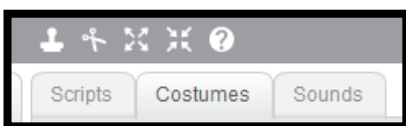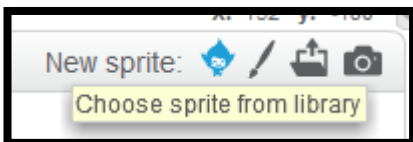From the **Control Palette,** drag out a **forever loop** and a **wait …secs block.** Change the value to **0.5**

From the **Looks Palette**, drag out a **next costume**.

Slot the blocks together as shown.

The alien is now totally animated and breathing.

T6.

Insert a Beetle sprite from the Sprite Library.

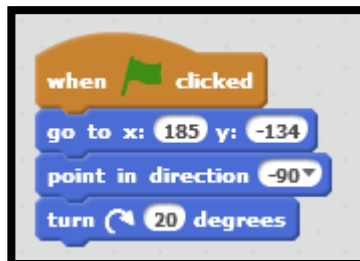Drag the Beetle to the bottom right of the stage.

From the **Event Palette** drag out a **when green flag clicked**.

From the **Motion Palette** drag out a

go to x: y: block

point in direction -90

turn clockwise 20 degrees.

The alien is now facing his next meal, or is he?

Find out what happens next in Y4L5 Alien2