

Name:

Date:

Year 4 Aliens Lesson 6 (Scratch 2.0)

Resources - Scratch application, pencil (to tick off hardcopy of this sheet), Y4L6 Pupil S2-0 Folder, Whiteboard/projector (to show video and demonstrate the Scratch application)

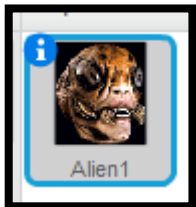


Lesson Objectives -

- Target-To create a cacophony of aliens (images from www.heathersanimations.com)

Start Scratch 2.0 → Select File Open → Navigate to your Folder on the School Network → Select Y4L6 Pupil S2-0 Folder → Select Y4L6 Aliens Start.sb2 → Select File Save as → and save your filename as Y4L6 Aliens (your initials + partner initials) inside this folder.

T1. Click on the Alien1 sprite in the sprite area

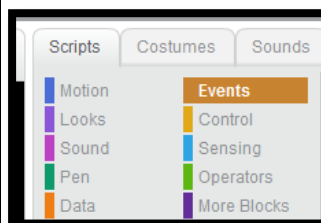


All sprites can have several costumes. It is similar to a change of clothes.

Click on the Costumes Tab.

Start clicking the Alien pictures. You will see that they are all slightly different

Select the Script Tab.



Select the **Event Palette**



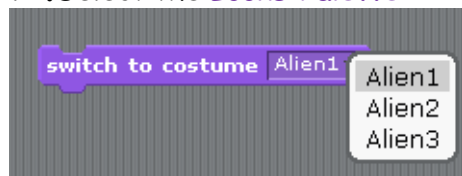
Drag out the **When green flag clicked**

clicked

From the **Control Palette**, drag out the **forever loop**



T2. Select the **Looks Palette**



Drag out 3 **switch to costume Alien blocks**

Change to **Alien 1**

Change to **Alien 2**

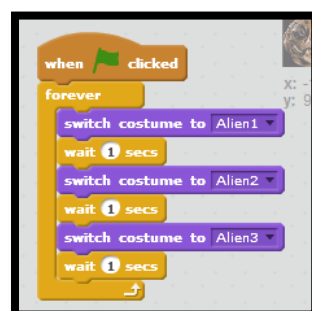
Change to **Alien 3**



Now snap the blocks together



Click the green flag. The image is moving so fast that you can't see the costumes change.



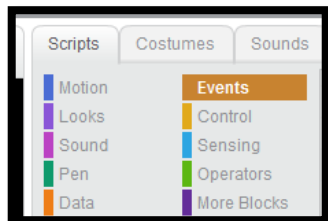
From the **Control Palette**, drag out 3 **wait blocks** and snap inside the loop as shown.

Click the Green Flag. Using a wait block slows down the animation.

Click File--- Save.

T4. Select the Goo1 Sprite

Select the Script Tab.



Select the **Event Palette**



Drag out the **When green flag clicked**
From the Control Palette, drag out the **forever loop**

Drag out the **wait 1 secs.** Change to **0.1**



Click on the Costumes Tab

You will see that the Goo1 has 6 costumes

Select the Script Tab.

Select the **Looks Palette**

Drag a **next costume**

Snap together as shown.

Remember to always save your work.

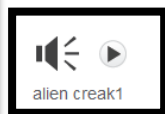
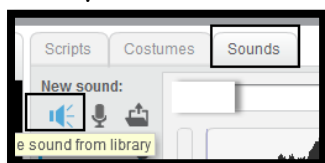


Drag the above code onto the **thumbnails** of the other aliens. This will copy the code and all aliens should now be animated.

T5

Select the Alien1 Sprite thumbnail.

Click the Sound Tab and click sound from library



Select Electronic → AlienCreak1

Select the Script Tab → **Sound Palette** →
drag out a **play sound block**. Select
AlienCreak1 at the drop down arrow.



Select the thumbnail Goo1. Click the Sound Tab and click sound from library. Select whoop.

Select the Script tab

Select the **Event Palette**

Drag out the **When green flag clicked**

From the **Control Palette**, drag out the **forever loop**

Drag out the **wait 1 secs.** Change to **5**

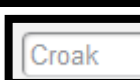
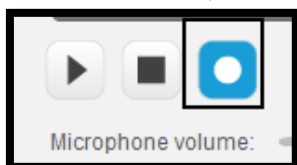
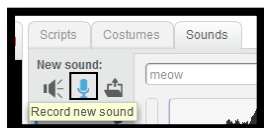
From the **Sound Palette**, drag out a **play sound**
whoop and snap inside loop.



Repeat importing a sound as above for Greenblad1 (screech) and Looks1 (space ripple)

T6. Select Jumper1 thumbnail. Select the

Sounds Tab → Record new sound (slurp)



Name the file Slurp.



You have now created your own sound artifact.
Save your file. Test and debug