



Scratch (animation)

We will learn:

1. Write a code to make a sprite move.
2. Use script to control a sprite.
3. Move a sprite using the keyboard.
4. To plan and make a chat bot.
5. To ask a question using scratch.
6. Use a variable.

Key questions:

- How can you change your sprite to another one?
- How can you make your sprite move?
- How can you make your sprite follow the pointer?
- How can you move a sprite using the x and y coordinates?
- What is a variable and why would I use one?

Key vocabulary:

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|---------------------|---|
| Scratch | Programming language based on graphical code blocks |
| Blocks | Programming commands that you snap together to create a programme in scratch |
| Projects | A completed programme in scratch |
| Scripts | The instructions that determines what will happen |
| Background | The background displayed on your scratch stage |
| Sprite | The character or object/character which performs actions. |
| Tempo | The playing speed of your sound file. |
| Repeat block | Block which allow you to repeat scripts multiple times. It wraps around the other blocks. |
| Cloning | Making a copy of the sprite. |

Find out more on the website below:

<https://scratch.mit.edu/>

One here you can watch tutorials and learn how to create different animations.

