

Animate in Scratch

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Pretest Questions	<p>What is Scratch? What is a sprite? What do scripts do?</p>
Objectives	Create an original sprite animation that moves and uses sound
Catch	Show various examples of sprites and animations created in Scratch
Activity	<ol style="list-style-type: none"> 1. Create a sprite using drawing tools 2. Add background 3. Use turtle graphics to create movement 4. Add sound 5. Add variables 6. Save, record and share
Review	Students will present and discuss their animation when completed
Assessments	<p>Formative assessment during class Summative assessment of animations when completed</p>
Posttest Questions (same as pretest questions)	
Standards	<p>NGSS: MS-ETS1-2. Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.</p> <p>MS-ETS1-4. Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved.</p>
Crosscutting Concepts from NGSS	<p>Systems and System Models Structure and Function</p>