

ScratchJr Lesson 6: My Own Characters

Learning Intention	Success Criteria
We are learning to create our own characters and backgrounds.	<ul style="list-style-type: none"> - I can draw new characters. - I can draw a new background. - I can make my new characters move.
Resources	PowerPoint for lesson and iPads.
Timing	60-90mins
Lesson Guide	<p>Summary of the Lesson Learners explore creating their own characters and backgrounds from a blank canvas in the paint box section. This lesson focuses on creating a name which is animated but the skills can be applied to creating a story instead. Blocks and Icons Introduced: Blank Character, Blank Background and Start on Character Bumped'.</p> <p>Un-Plugged Warm up Activity (10mins) – Programmer Says</p> <ul style="list-style-type: none"> - Now learners know almost all the blocks use this warm up from an earlier lesson. This activity is played like the traditional Simon Says game, in which children repeat an action if Simon says to do something. - Use the ScratchJr Block Cut Outs for this, choose blocks that are easy to demonstrate – blue, orange and purple. - Have the class stand up. Hold up one big ScratchJr Block Cut Outs at a time and say, "Programmer says to (Name Motion)." Intermittently, hold up the block and say "(Name Motion)" without saying "Programmer Says." Children should complete the motion when the programmer says to, but should remain still when the teacher does not say "Programmer says." Repeat each block multiple times. <p>Discussion (10mins) – What makes a good background and character?</p> <ul style="list-style-type: none"> - Discuss with your learners what makes a good background such as the colours, not too cluttered, features which make sense etc. - Also discuss what makes a good character. - You could practice drawing the characters they describe and probe the examples for more details to show the thinking behind creating good characters. - You could show examples from books or cartoons, all of which will have characters and backgrounds. Discuss the ones you find. What's good about them? What would you change? <p>Video Tutorial and Steps (30-60mins) You should watch the video tutorial with your learners. It covers the following steps to create the Project:</p> <ol style="list-style-type: none"> 1. Open the ScratchJr App 2. Create a new project. 3. Name the project 4. Delete the Scratch Cat by pressing and holding to get red 'X'. 5. Go to the backgrounds menu and choose the paint brush to create one from scratch. 6. Create a design using the paint brush, shapes and paint bucket. When happy go to the tick in the top right corner.

	<ol style="list-style-type: none"> 7. Now add a new character, again choose the paint brush to create one from scratch. 8. For this one it could be the first letter of the learner's name. 9. Learners can add another character for each letter of their name. 10. Add code for each of the letters, you could use the 'start on bump character' and any other block you know how to use. 11. Make changes until you are happy. 12. This lesson could easily be extended to create a story using the new backgrounds and characters. <p>Plenary (10mins)</p> <p>Allocate time for learners to share their projects with the class. Encourage reflection asking them to think about questions such as:</p> <ul style="list-style-type: none"> - What happened when they created a program? - Did it work immediately? - Did their character do what they wanted it to do? If not, how did they fix that problem? - How would they change the project next time? <p>Also discuss the learning over the whole block and how they would continue using ScratchJr, maybe during free time.</p>
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This is the end of the ScratchJr Lessons. But it should not be the end of your learners journey with ScratchJr, do encourage time to create their own projects using these skills. As well as explore other ScratchJr resources.

Any questions or support for anything covered in these lessons please visit my contact page mrmorrison.co.uk/contact