SCRATCH - SOUND AND MOTION

INTRODUCTION

Coding, or programming, is soon becoming knowledge that is on par with language literacy and numeracy! Web and mobile application developers are and will be some of the most sought after professional now and in the near future.

Learners begin by understanding how to define Sprite positions using coordinates. They then explore different ways to make the Sprite move and how to incorporate sounds into their animations.

Learners exit this module with a strong foundation in Scratch and with the capability to earn advanced features with ease.

This module is a part of the "BUILD - A DIGITAL WORLD" series.

SESSION EXPERIENCE

1. **Tuning in:** Understand the module structure and goals. Learn the programming terminology relevant to the module.

2. **Coordinate your backdrop:** Understand how the position of a sprite is defined by coordinates in the XY plane.

3. **Spritely Movements 1:** Understand what a script is. Make your sprite move in different ways.

4. **Spritely Movements 2:** Explore more commands involved in making your sprite move. See how the repeat command makes your program more effective.

5. **Music and Dance 1:** Start creating animations that have sounds!

6. **Music and Dance 2:** Complete an animation that incorporates music and has dancing sprites.

7. **All About Me:** Create an animation that describes everything you want people to know about you.

8. **How did I do?:** Reflect on the learnings from the module: Sprite movements, incorporating sounds in Scratch animations.

Learning Objectives:

Learners will:

1. Be able to describe points in space using coordinates.
2. Be able to create simple animations in Scratch.
3. Be able to incorporate sounds and music in Scratch
4. Follow instructions, think critically, solve problems and create digital artifacts.
5. Engage in active collaboration, communication and design thinking.