



Scratch Dressing Up Game

Computer Science Concepts

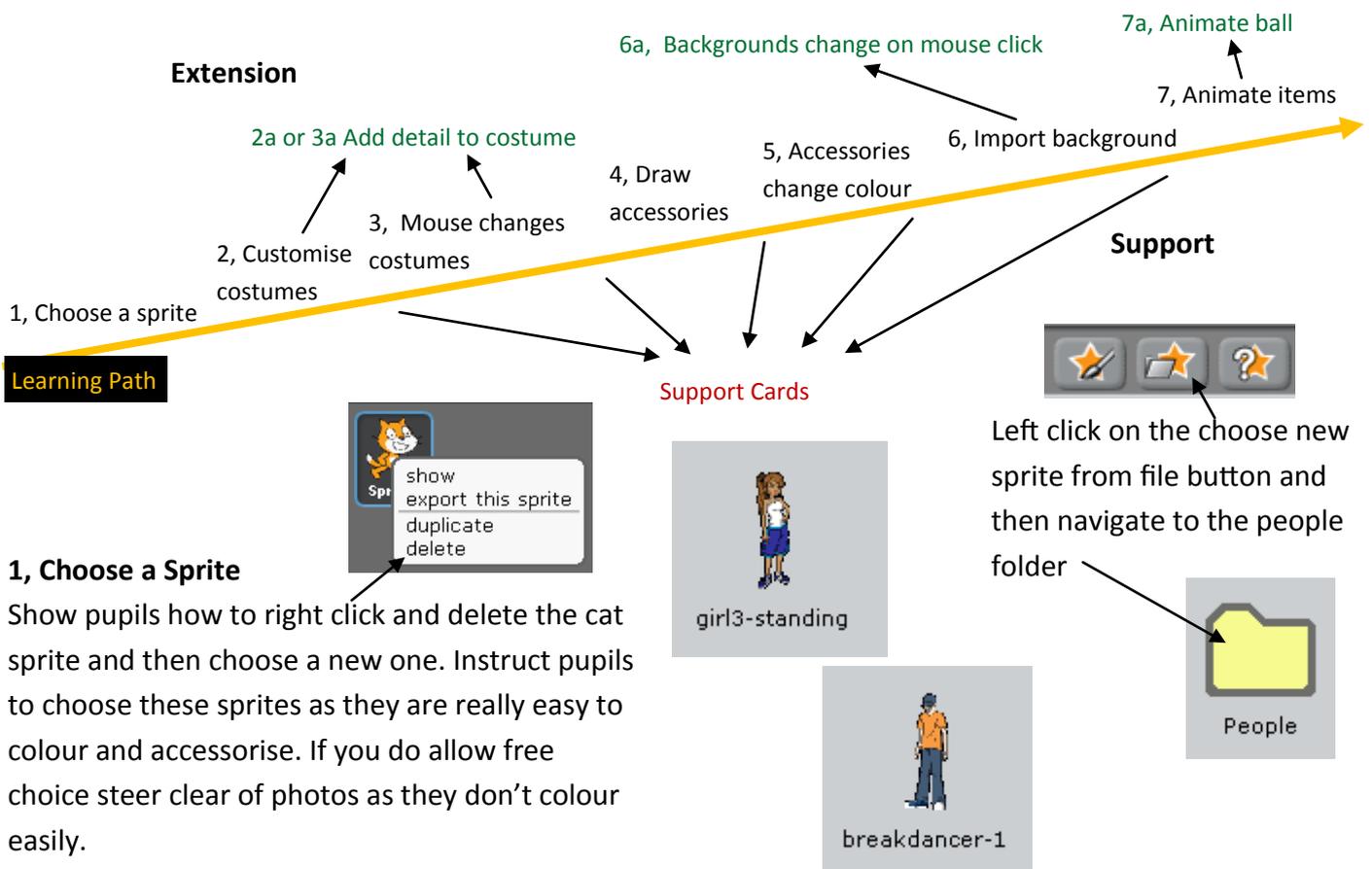
- Using a mouse click to change costumes
- Using a mouse click to change the colour of items of clothing or accessories

Digital Literacy

- Using the fill tool to change clothing colours
- Zooming in and working at pixel level

Program Aim Designed as a simple introductory program for 6-8 year olds. Pupils choose a sprite, duplicate its costume and change the colour of items of clothing. Pupils draw accessories or items of clothing they then code them to change colour when clicked with the mouse. A background can also be added.

Differentiation and Assessment for Learning This planning should be used alongside the *catch-up cards* supporting SEN pupils and the *extension cards* supporting the more able. At the beginning of each session the *learning intention sheet* is shared and the learning journey expanded through success criteria. Pupils feed their progress back to the teacher through annotating this sheet with smiley faces at the end of each lesson. Teachers can also annotate the sheet to indicate those who need more or less help in future lessons. These extra resources can be found on the code-it.co.uk website.





Junior

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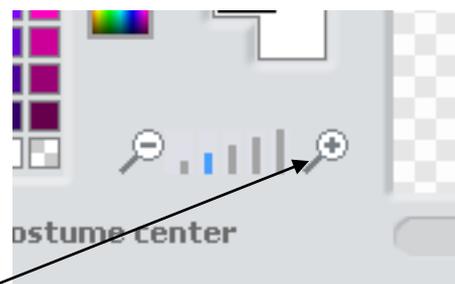
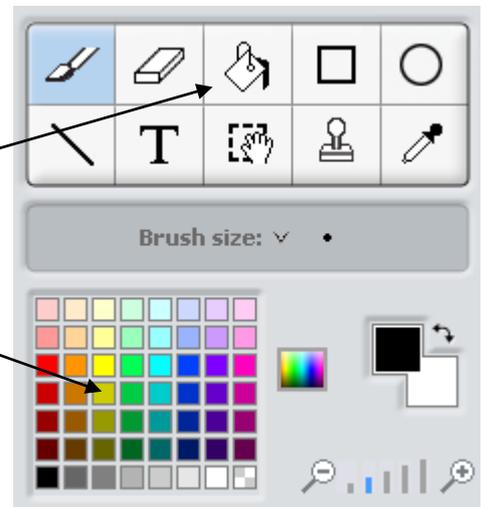
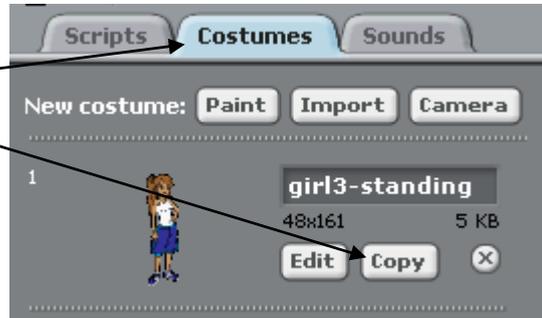
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Scratch Dressing Up Game P2

2, Customise Costumes

Demonstrate how to navigate to sprite costumes and how to copy a costume. Show pupils how to select a colour and then using the fill tool colour in an item of clothing. Repeat this for a couple of costumes and then send them off to do likewise.



2a, Add detail to costume

Show pupils how to zoom in on the sprite and write a word using the smallest brush at pixel level. Cursive script is not recommended. This is a good opportunity to talk about the colours on screen being made up of tiny dots called pixels.



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Scratch Dressing Up Game P3

3, Mouse changes costume

Show pupils how this code can change the costume once the sprite is clicked on



3a, Add detail to costume

(see comments made in 2a)

4, Draw Accessories



Demo drawing an accessory or item of clothing. Show pupils how you need to grow or shrink it as well as rotate it or re-draw it to get it looking good. Stress the need to draw it with one colour inside an outline. This is necessary so we can code it to change colour later. For best results use a vibrant base colour.



5, Code item to change colour

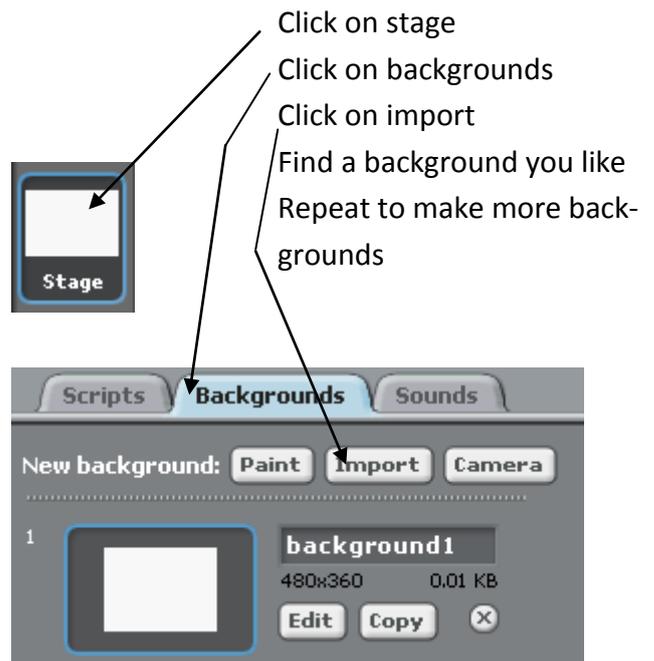
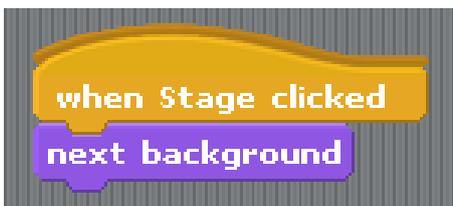
Include this code in the scripts area.

6, Import a background

Although you could draw your own background I think it is good to import one so that your drawn items stand out

6a, Code your background to change when clicked

Add this code in the stage scripts area. Ask pupils if they can work out which code to use themselves?





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Scratch Dressing Up Game P4

7, Animate Item

Paint new sprite

Hand draw a simple bird

Rename the sprite

Click on the costume tab

Click copy

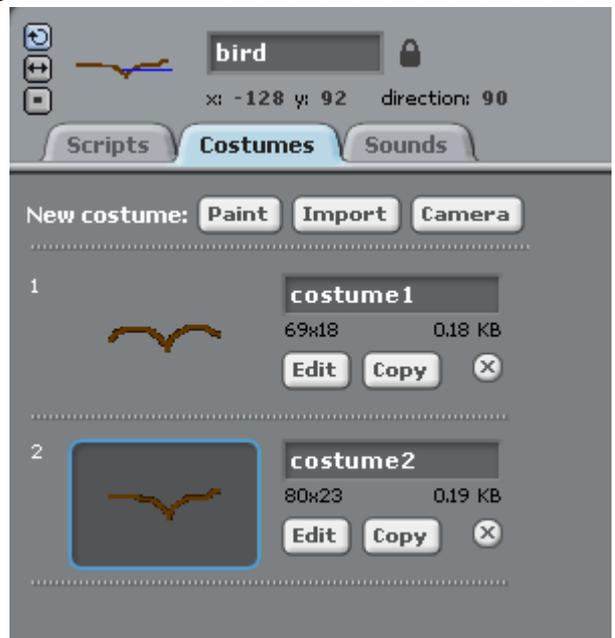
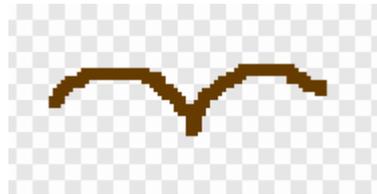
Edit the second costume

Using the eraser tool rub out the wing tips

Redraw these

In the scripts area add the scripts underneath

If you haven't introduced repeat loops use either some dance steps, music loops or my online loop examples.



The wait one second is a great chance to extend their decimal fraction knowledge. Draw a simple 0 to 1 line and place the tenths on it. Get pupils to experiment with lengths of time and tell you what is slower and what is quicker in their creations. Once they have made a bird they can let their imaginations run wild.

7a, Animate Ball Choose new sprite from file. Choose a ball from the things folder. In the costumes tab copy the ball once.

Change the centre of the second ball sprite as shown. Now add similar code to that above and the ball will look like it is bouncing.

