

LESSON 10

A Dancing Cat and Bat

30 minutes

My First Coding Adventure

WHAT THIS LESSON DOES

In this step-by-step lesson, students will learn how to create a fun dance party animation with a cat and a bat using Scratch. They will learn how to add characters, control their movements, and add a backdrop to their animation.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students will understand how to create a new project in Scratch and navigate its interface.
- Students will learn how to add sprites from the Scratch library and control their movements using code.
- Students will develop the ability to start, pause, and control the execution of their program.
- Students will gain knowledge on how to add and manipulate multiple sprites in a single project.
- Students will learn how to add and change the backdrop of their Scratch project.
- Students will develop a positive attitude towards coding and understand its creative potential.

A Dancing Cat and Bat

HOW THE LESSON RUNS

Introduction

Create a new Scratch project

Let's Make the Cat Dance

Let's Pause the Dancing Cat

Bring a Bat to the Party

Where's My Code Gone?

Make the Bat Dance

Adding a Beautiful Backdrop

Celebration Time