

Loop it! Making Movements Repeat

40 minutes

Creative Coding Challenges

WHAT THIS LESSON DOES

In this lesson, you'll learn to animate the Scratch Cat to walk across the screen. Follow step-by-step instructions to make the cat move, change costumes, and loop its actions for a smooth walking effect.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the concept of loops in animation.
- Create and control character movement using Scratch programming.
- Manipulate character costumes to simulate walking or running.
- Implement control structures to manage animation speed and direction.
- Apply learned skills to create a competitive animation scenario.

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HOW THE LESSON RUNS
Introduction
Create a new project
Make the Character Move
Changing Costumes for Walking
Control the Speed
Loop the Walk
Bounce at the Edge
Challenge - Animating a Race