

Animating a Conversation: Kiran and Ripley in Space

40 minutes

Creative Coding Challenges

WHAT THIS LESSON DOES

Get ready to animate a conversation between space characters Kiran and Ripley. You'll create a Scratch project, add characters, set a space background, plan dialogue with a partner, record speech, and animate mouth movements for a lively interaction.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Master the use of Scratch platform for creating animations.
- Develop skills in planning and scripting a conversation for animation.
- Acquire the ability to animate characters in sync with recorded dialogue.
- Learn to control the timing of animations to match the dialogue.
- Enhance collaborative skills through refining and improving the animation with a partner.

BEFORE THE LESSON

- Open Scratch on pupil devices and confirm Create works and the site is not blocked.
- Check microphones and, if possible, headsets or a quieter corner for recording.
- Be ready to show where to click Allow when the browser first asks for microphone access.
- If some devices have no mic, plan the say-block fallback instead of sound recordings.

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HOW THE LESSON RUNS

Introduction
Create a new project
Add Kiran and Ripley
Set the Space Background
Plan the Conversation
Animate the Mouths
Record your Speech
Test the Conversation
Work Together

TEACHING MOVES

- 1. Introduction. Frame the goal: pairs will record a short dialogue and switch open and closed mouth costumes so Kiran and Ripley look as if they are really talking.
- 2. Create a new project. Walk the class to Create, then delete the cat together: select its thumbnail in the sprite list and click the bin icon.
- 3. Add Kiran and Ripley. Have pairs use Choose a Sprite, search Kiran, add them, then repeat for Ripley. Check both names sit in the sprite list.
- 4. Set the Space Background. Send pairs to Choose a Backdrop and pick a space option such as Stars or Galaxy before any coding.
- 5. Plan the Conversation. Give pairs a short time to decide who speaks first and agree two clear lines before they open the Sounds or Code tabs.
- 6. Animate the Mouths. Build Kiran's green-flag loop with them: open costume, wait 0.2, closed costume, wait 0.2, inside repeat. Stress the second wait so the mouth looks closed.
- 7. Record your Speech. Show Allow on the mic prompt. Pairs record Kiran's line, then add a second green-flag script with play sound until done and broadcast. No mic: use say blocks in place of sound.
- 8. Test the Conversation. On green flag, watch order and mouth timing. Mouth still moving after speech: lower the repeat number. Mouth stops early: raise it.
- 9. Work Together. Push pairs to refine timing, balance both speakers, and only then add extra lines or detail so mouths still match the dialogue.

WHAT TO WATCH FOR

- Pupils omit the second wait after the closed-mouth costume, so the mouth snaps open again and never looks shut. Rebuild the four blocks inside the loop with them and run it once slowly so they see why both waits are needed.
- The repeat count does not match how long the recording lasts, so the mouth keeps flapping after speech or freezes too soon. Replay the sound and adjust only the repeat number up or down until the motion stops with the line.
- Pupils put sound and costume switches in one stacked script and wonder why talking and mouth movement will not overlap. Show two separate when-green-flag-clicked scripts on the same sprite so mouth loop and play sound can run together.

DIFFERENTIATION

- Emerging: Sit them with their partner and start from the say-block fallback so they still get mouths and turn-taking without wrestling the mic. Limit the plan to one short line each and help them complete Kiran's mouth loop before adding Ripley.
- Developing: Prompt them to test after each change and tweak only the repeat number until the mouth matches that line. Ask them to explain who broadcasts and who waits so the reply order stays clear.
- Proficient: Challenge them to add another exchange and retune both repeat counts so every new line still looks natural. Have them tighten waits and costume choices until both speakers look evenly timed and polished.