

LESSON 22

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.

Animating a Conversation: Kiran and Ripley in Space

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	