

The Big Finale: Create Your Own Animated Story!

60 minutes (2 periods)

Creative Coding Challenges

WHAT THIS LESSON DOES

In this final lesson, you'll create your own animated story using the skills you've mastered. Start by reviewing key techniques, choose a story to animate, and bring it to life with characters, dialogue, and scene transitions.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop an original animated story or adapt a classic fairy tale using the animation skills learned.
- Utilise character animation techniques, including movement, costume changes, and dialogue.
- Effectively use broadcasts for scene control and character interaction.
- Apply techniques for character appearance and disappearance to enhance the story.
- Create smooth scene transitions to progress the narrative.

BEFORE THE LESSON

- Check that Scratch opens on class devices and is not blocked by the school filter.
- Have one device per pupil, or per pair if devices are shared.
- Ensure pupils can start a new Scratch project, logged in if your school uses accounts.

The Big Finale: Create Your Own Animated Story!

HOW THE LESSON RUNS

Introduction

Choose Your Story

Review the Skills

Animating Characters with Costumes

Adding Dialogue and Timing

Using Broadcasts for Scene Control

Making Characters Appear and Disappear

Animating Scene Transitions

Start Animating Your Story

Test and Refine Your Animation

Conclusion

TEACHING MOVES

- 1. Introduction. Frame this as a showcase lesson. Tell pupils they will combine skills they already know into one story, not learn something brand new.
- 2. Choose Your Story. Offer the fairy-tale suggestions and the original-story option. Cap decision time so most of the lesson stays free for building.
- 3. Review the Skills. Read the skill list aloud one item at a time. Ask each pupil which two or three skills their story will need most.
- 4. Animating Characters with Costumes. Remind them costume changes drive walks, runs and dances. Have them pick one clear movement moment in their story to animate first.
- 5. Adding Dialogue and Timing. Stress wait blocks between say bubbles so lines do not overlap. Model a short two-character exchange if the class needs it.
- 6. Using Broadcasts for Scene Control. Treat broadcasts as cues that start the next scene or event. Get pupils to agree simple broadcast names before they code.
- 7. Making Characters Appear and Disappear. Suggest one surprise entrance or exit. Remind them to show or hide on a broadcast or wait so it lands at the right moment.
- 8. Animating Scene Transitions. Link backdrop changes to broadcasts so the setting shifts when the story moves, not all at once at the start.
- 9. Start Animating Your Story. Direct them to set the first backdrop and main characters before heavy coding. Circulate and check broadcast names match where they are received.
- 10. Test and Refine Your Animation. Have them click the green flag often. Ask partners to watch timing and dialogue flow and name one fix each.
- 11. Conclusion. Invite a few pupils to play their story for the class. Praise a specific skill in use, such as a clean scene change or clear dialogue.

WHAT TO WATCH FOR

- Pupils send a broadcast but nothing happens because the message name does not match the when-I-receive block exactly. Have them read both names aloud and copy-paste or retype so spelling and spacing match before testing again.
- All dialogue and actions fire at once because wait blocks or broadcast order are missing. Pause the project and ask who should speak or move first. Add waits or a broadcast chain so events run in story order.
- A character hides then reappears in the wrong place, breaking the surprise or scene change. Before show, set the costume and go-to position, then show on the same cue so the entrance lands where the story needs it.

DIFFERENTIATION

- Emerging: Pair them with a partner and start with one backdrop, two characters, and a single short scene. Sit with them to place the first backdrop and sprites before they add any scripts.
- Developing: Give a simple checklist: costumes, one conversation with waits, one broadcast scene change, one show or hide. Ask them to play the story once and fix only timing or dialogue before adding new events.
- Proficient: Challenge them to add another scene driven by a new broadcast and a smoother backdrop transition. Have them refine costume animation and dialogue so movement and talk feel timed to the story, not rushed.