**Scratch – Underwater Scene**

***Objectives / Learning Targets (LT):***

ü Students will learn about creating basic animation by using an animation program.

ü Students will demonstrate their knowledge of basic animation features by creating an animated scene/story with dialogue, sounds, and movement.

**Scene Idea:**

Students will be creating an underwater scene using the Scratch animation program. This scene will have various moving sprites (sea creatures), sounds, and a dialogue between the various sprites (sea creatures) in your scene.

The underwater scene, images, animations, sounds, and dialogues *MUST* be school appropriate. The underwater scene, images, animations, sounds, and dialogues you choose can NOT contain any of the following activities:

⊗ Fighting ⊗ Guns

*(Scenes, images, animations, sounds, and dialogues that involve any of the activities listed above or activities that are similar in nature will receive a zero (0) score and will be given to Administration for proper discipline.)*

⊗ Alcohol ⊗ Drugs ⊗ Sex

**Scene Requirements:**

Ø Add an underwater image as the stage background. If necessary, use the Internet to find an appropriate background image for your scene.

Ø Use at least five (5) different sprites (sea creatures) with costume changes and incorporate movements for all of these sprites (sea creatures).

Ø Include at least five (5) different sounds into the scene.

Ø Create a dialogue between the five (5) sprites (sea creatures) in your scene.

Ø Add the Green Flag function to start the underwater scene.

**Saving:**

Save As a Scratch (.sb) file with the file name of **underwater\_scene** in the appropriate class folder.