



Scratch Programming Lesson: Create a Custom Sprite

Overview

Students will use the Bitmap Mode in Scratch to create a custom sprite.

Lesson Summary

- Review Scratch Basics with students (program layout and components)
- Demonstrate how to use the Vector and Bitmap Modes in Scratch
- Share that the Bitmap Mode may be used to create custom sprites
- Allow students to use the Bitmap Mode to create a custom sprite, save the custom sprite in the Backpack and use the sprite in a story

CS Content

Programming and design techniques are emphasized in this lesson.

Objectives

Students will be able to:

- Create a custom sprite in Scratch
- Save a sprite in the Scratch Backpack

Materials and Prep

- Scratch software

Resources

Student Documents

- Create a Custom Sprite assignment

Notes
