Lesson 4: Basic Animation

Brief Description: Animate sprites in Scratch by changing costumes and using loops.

Objective:

- Create simple animations using costume changes and loops.

Standards:

- **CSTA 1A-AP-14:** Use iteration to make animations or simulations.

Procedure:

1. **Introduction to Animation (5 minutes):** Explain what animation is and how it can be created with costumes in Scratch.
2. **Changing Costumes (15 minutes):** Demonstrate how to add/change costumes and use the next costume and wait blocks to create animation.
3. **Looping Animations (15 minutes):** Show how to use forever loops to continuously animate a sprite.
4. **Create Your Own (15 minutes):** Students create a simple animation, such as a walking or flying character.
5. **Review and Share (10 minutes):** Students share their animations and discuss the techniques they used.

Guiding Questions:

- How do different costumes contribute to the animation of a sprite?
- What effect does changing the wait time between costumes have on your animation?

Conclusions: Students should grasp how to animate sprites using costumes and loops, understanding the basics of frame-based animation in Scratch.