



KNOWSLEY CITY LEARNING CENTRES 30 MINUTE TECHNOLOGY ACTIVITIES - JUST FOR FUN!

Remake Your Favourite Film Using Scratch Code

In this activity your child will recreate a scene from their favourite film. The aim of this activity is to teach your child how to use code to tell a story. Your child may already be familiar with Scratch as they will have used it in school and this activity will develop their coding skills further.

What you will need - any device that can go on the internet. Scratch is accessed through a web browser.



This activity is aimed at children in year 5 and 6.



What you need to do:

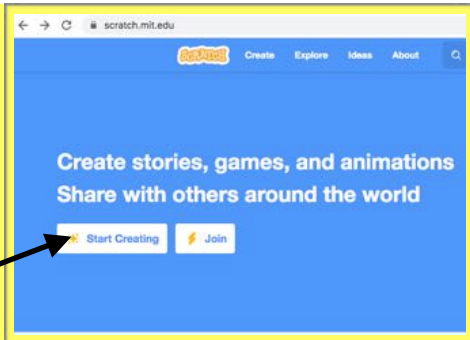
To start this activity explain to your child that they will need to think of their favourite movie. Now choose a scene from that movie where 2 or 3 characters are talking to each other. Write out a script of what each of the characters say and in what order. Also think about where this takes place i.e in a forest or on a beach.

Here is an example one of Toy story. <https://scratch.mit.edu/projects/387791311>
Click the flag to play it and click see inside for the code

Remake Your Favourite Film Using Scratch Code - Instructions

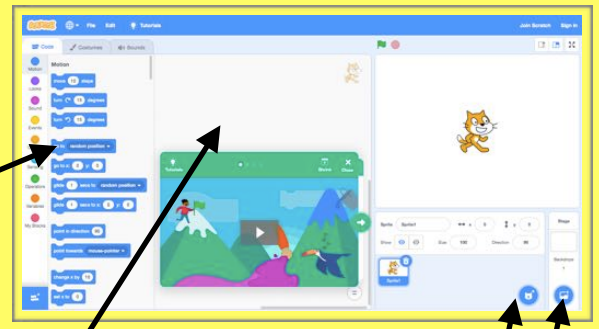


1.



To begin with open Google and search for Scratch. Select the top site and you will be presented with the screen above. Select start coding.

2.

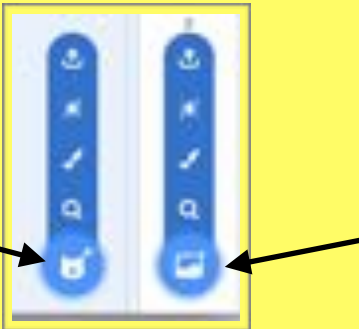


These are the coding blocks.

This is the programming area, when you start coding you drag the blocks into here.

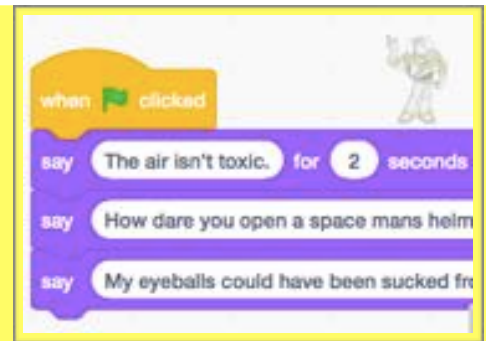
This is where you add characters and backgrounds.

3.



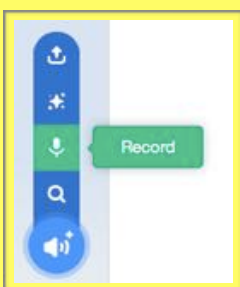
Add your characters and background. In the bottom right, click the cat to add characters and objects and click the mountains in a square for backgrounds. You can create your own or search the library.

4.



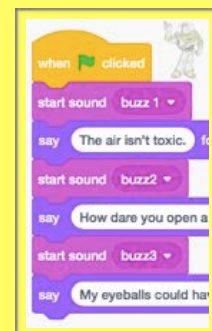
On the first character to speak, add 'when flag clicked' followed by 'say hello for 2 seconds' from the **'Looks'** group. Replace 'hello' with the first sentence from your script, add additional 'say for 2 seconds' blocks for each sentence.

5.



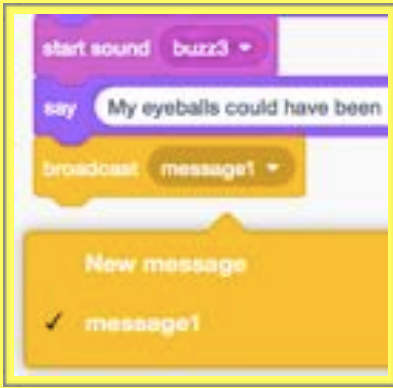
Click on the **'Sounds'** tab at the top left. In the bottom left click the speaker then the record microphone. Record each sentence as a separate clip. Make sure you name them with the character's name and a number.

6.



Click the **'Code'** tab from the top left and from the **'sounds'** group, add "start sound" blocks above each 'say' block. Once in place, change each 'start sound' to say the correct audio clip by clicking the little white triangle/down arrow and selecting it.

7.



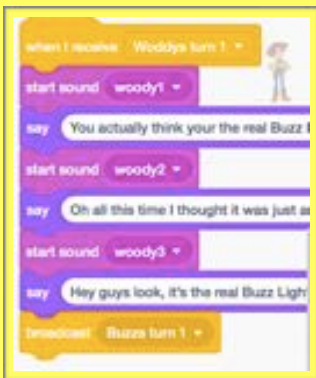
From the **'Events'** group add a 'broadcast message1' block to the bottom of code you have done so far. Click message1 then new message. Name it something like 'next character turn 1' and click ok.

8.



Click on the next character sprite who speaks at the bottom right in the sprite area. Add a 'when i receive' block from the Events group. It should have the name of the new message you have just made.

9.



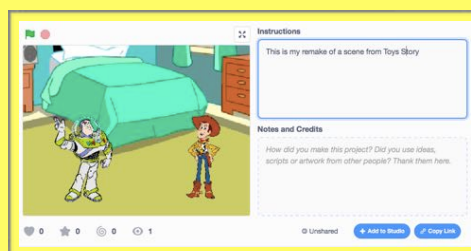
Now repeat instructions 4, 5, 6 & 7 adding and changing the 'say for 2 seconds' blocks, recording and naming the audio for the next character, adding the 'start sound' blocks and making a new broadcast message going to the next character who speaks.

10.



On the next character who speaks, repeat instruction 6 then repeat 4, 5, 6 & 7. Keep doing this until the whole conversation is finished. Once finished, change how many seconds in the 'say' blocks to match the length of the audio using trial and error. You can use decimal points.

11.



Your remake is now finished. Click the flag at the top to play it.