

Ask children to choose a sprite from the file. Instruct the children that the sprite must have more than one costume* e.g. the cat, parrot or bat.



The bat has two costumes; wings up and wings down

Costumes

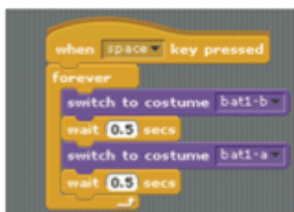
Once you have selected a sprite, click on the costumes tab, next to scripts. Click on "Import" and add the second bat costume. Click back into the scripts tab to create a program which enables the bat to flap his wings.



- Click on looks palette.
- Drag out "switch to costume bat 1a".
- Duplicate this block by right clicking on it and selecting duplicate.
- Use the small drop down arrow to select costume "bat 1b".
- If we try to use this script it appears as though nothing is happening. This is because the costume change is happening too quickly to see. We must add a wait block.



- Add a repeat to see continuous action.



Challenge Time 1!

1. Select a sprite from file. This sprite must have at least two costumes.
2. Choose a suitable background.
3. Use the looks palette to change costumes. Add a wait and a repeat.
4. Use the motion palette to make your sprite move around the screen as it changes costume.
5. Change the wait time and see what happens.

Music

Give children some time to experiment with the sound palette.

Drum Beat

- Drag out the “play drum 48 for 0.2 seconds” block.
- Use the drop down arrow to select different percussion instruments.
- Duplicate this block and change the percussion instruments to create a rhythm.



Sound Files

- Click on the sounds tab. Click import and select sounds from the folders which appear on screen. These will appear as a list in the sound tab.
- You may also import sounds that have been saved to desktop from websites such as www.pacdv.com
- Click back into the scripts section.
- Use the “play sound block” to incorporate the sounds you have chosen.
- In the sounds tab you can also record your own sounds. Most laptops have an inbuilt microphone. If this is not present you must attach an external microphone to record.
- Sounds may also be added to the background.



Ultimate Challenge!

1. Select a concert background.
2. Select some sprites to be musicians, dancers or singers.
3. Write a script for some of the sprites that enables them to change costumes as if dancing.
4. Add music to your sprites.