



















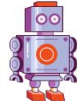









Project 5: **Animal Animation**

Add Sprite : Polar Bear!

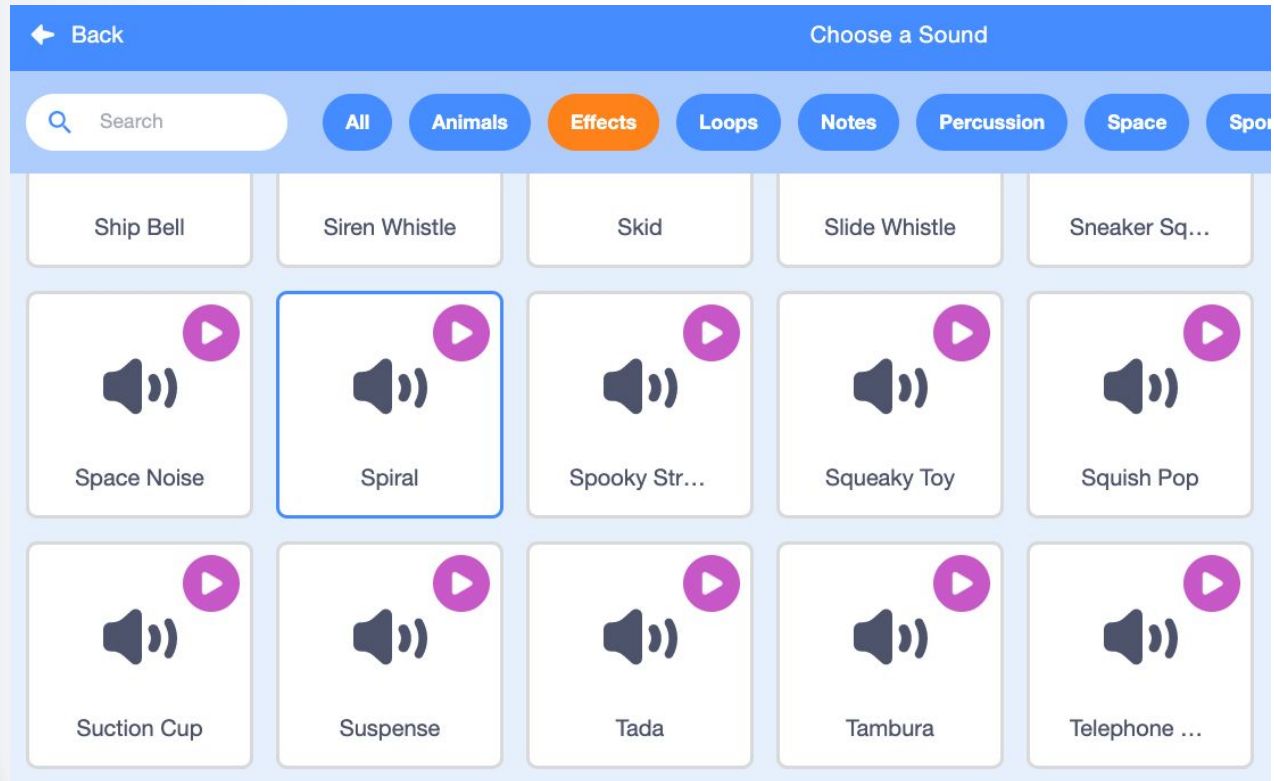
← Back Choose a Sprite

Search

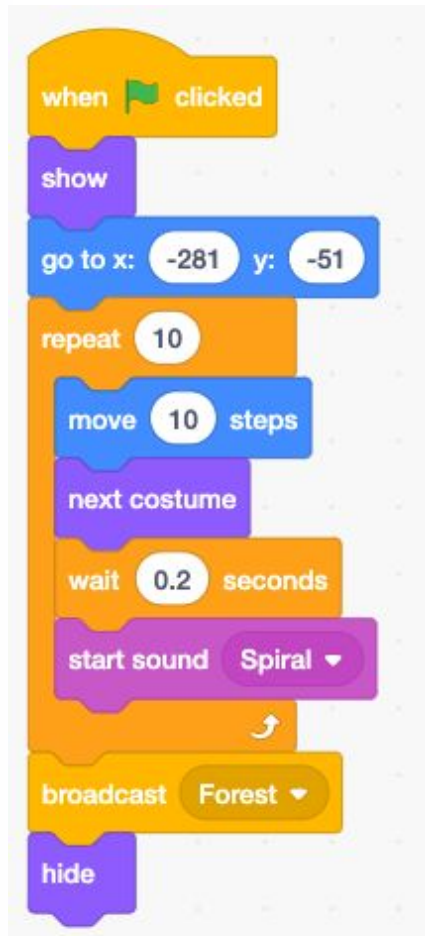
All Animals People Fantasy Dance Music Sports Food Fashion Letters

 Pencil	 Penguin	 Penguin 2	 Pico	 Pico Walking	 Pitcher	 Planet2
 Polar Bear	 Potion	 Prince	 Princess	 Pufferfish	 Puppy	 Rabbit
 Radio	 Rainbow	 Referee	 Reindeer	 Retro Robot	 Ripley	 Robot
 Rocketship	 Rocks	 Rooster	 Ruby	 Sailboat	 Sam	 Sasha

Add Sound : Spiral



Coding the Polar Bear
























Add Sprite : Brown Bear

← Back Choose a Sprite

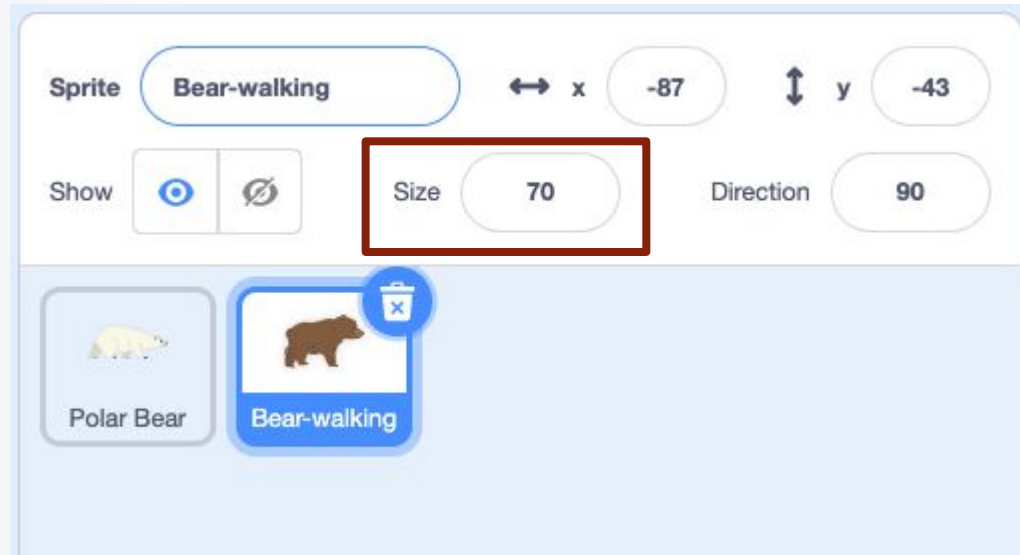
Search

All Animals People Fantasy Dance Music Sports Food Fashion Letters

 Avery Walki...	 Ball	 Ballerina	 Balloon1	 Bananas	 Baseball	 Basketball
 Bat	 Batter	 Beachball	 Bear	 Bear-walking	 Beetle	 Bell
 Ben	 Bowl	 Bowtie	 Bread	 Broom	 Buildings	 Butterfly 1

Brown Bear Walking

- Change size



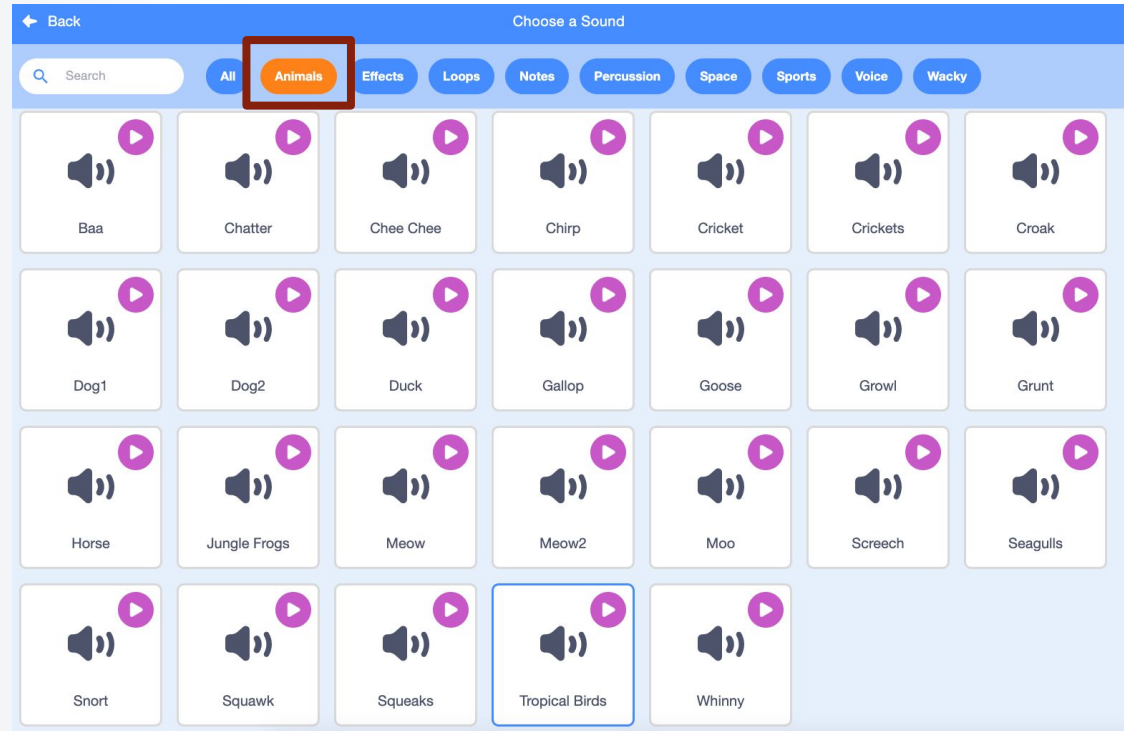
Brown Bear Walking

- Set Up

The image shows the Scratch project editor interface. On the left, the script area contains two event-driven code blocks: a yellow 'when clicked' block followed by a purple 'hide' block, and another yellow 'when I receive Forest' block followed by a purple 'show' block and a blue 'go to x: -85 y: -47' block. A small brown bear sprite is visible in the top right corner of the workspace. On the right, the stage displays a brown bear walking on a snowy, icy landscape. Below the stage, the 'Sprite' panel shows the 'Bear-walking' sprite selected, with its position set to x: -85 and y: -47. The 'Show' panel has the 'show' button active. The 'Size' is set to 70 and the 'Direction' is 90. The 'Backdrops' panel shows 3 backdrops.

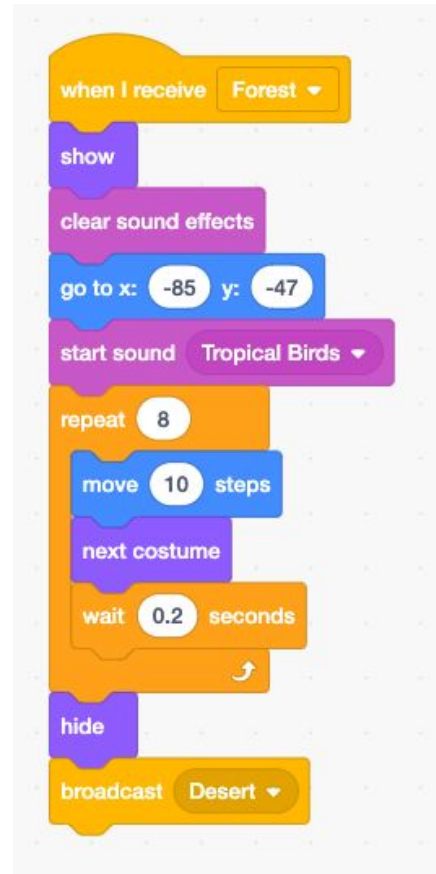
Brown Bear Walking

- Sound



Brown Bear Walking

- Code



```
when I receive Forest
show
clear sound effects
go to x: -85 y: -47
start sound Tropical Birds
repeat 8
  move 10 steps
  next costume
  wait 0.2 seconds
hide
broadcast Desert
```

The image shows a Scratch script for a Brown Bear walking. The script starts with a 'when I receive Forest' event block. It then performs a series of actions: 'show', 'clear sound effects', 'go to x: -85 y: -47', 'start sound Tropical Birds', a 'repeat' loop of 8 iterations containing 'move 10 steps', 'next costume', and 'wait 0.2 seconds', 'hide', and finally 'broadcast Desert'.

Rabbit

- Set Up

The image shows a Scratch code editor window. On the left, the script area contains two event blocks: "when clicked" followed by a "hide" block, and "when I receive Desert" followed by a "show" block and a "go to x: 26 y: -50" block. On the right, the stage displays a desert backdrop with a brown bear and a white hare. The hare is currently hidden. Below the stage, the sprite area shows three options: "Polar Bear", "Bear-walking", and "Hare". The "Hare" sprite is selected. The properties panel for the Hare sprite shows its position at x: 26 and y: -50, with a size of 100 and a direction of 90. The backdrop area shows "Backdrops: 4".

Rabbit

- Sound

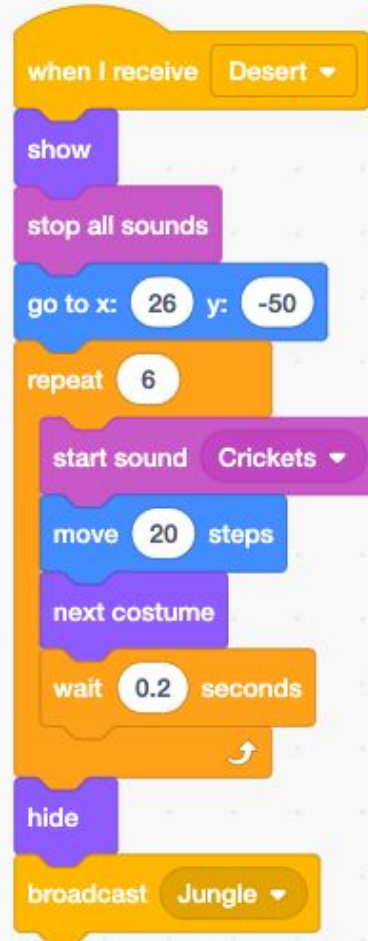
The screenshot shows a web interface for selecting sounds. At the top, there is a blue header with a 'Back' button on the left and the text 'Choose a Sound' on the right. Below the header is a search bar with a magnifying glass icon and the word 'Search'. To the right of the search bar are several category buttons: 'All', 'Animals' (which is highlighted in orange), 'Effects', 'Loops', 'Notes', 'Percussion', 'Space', 'Sports', 'Voice', and 'Wacky'. The main area of the interface is a grid of 21 sound cards, arranged in three rows and seven columns. Each card features a speaker icon with a play button in the top right corner and a text label below. The labels are: Row 1: Baa, Chatter, Chee Chee, Chirp, Cricket, Crickets (highlighted with a blue border), Croak; Row 2: Dog1, Dog2, Duck, Gallop, Goose, Growl, Grunt; Row 3: Horse, Jungle Frogs, Meow, Meow2, Moo, Screech, Seagulls.

Rabbit

- Code



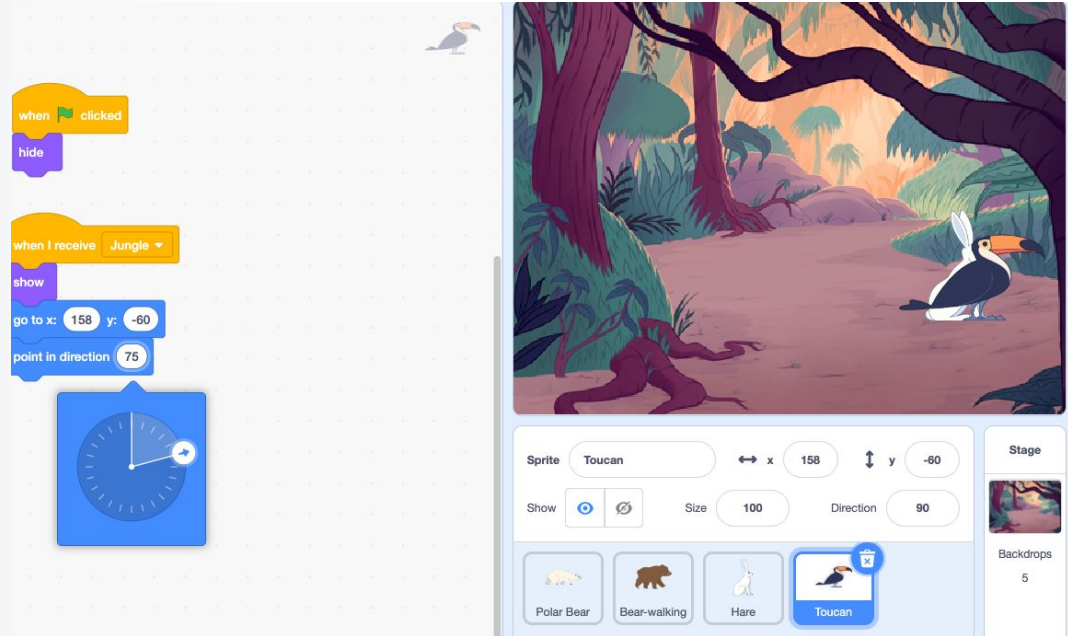
```
when green flag clicked
hide
```



```
when I receive Desert
show
stop all sounds
go to x: 26 y: -50
repeat 6
  start sound Crickets
  move 20 steps
  next costume
  wait 0.2 seconds
hide
broadcast Jungle
```

Toucan

- Set start



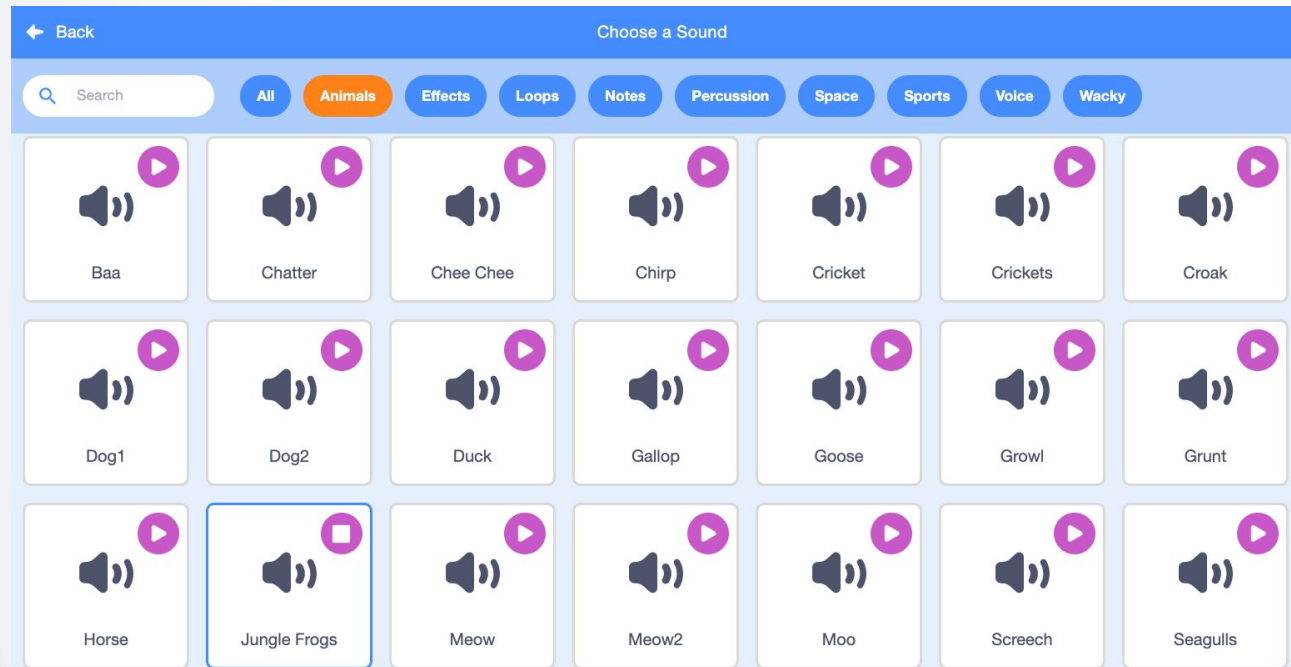
The image shows a Scratch script and stage view for a Toucan sprite. The script is as follows:

```
when clicked  
hide  
  
when I receive Jungle  
show  
go to x: 158 y: -60  
point in direction 75
```

The stage view shows a Toucan sprite in a jungle backdrop. The Toucan is positioned at x: 158, y: -60, and is pointing in direction 75. The stage view also shows the sprite list with Toucan selected, and the stage backdrop set to Jungle (5).

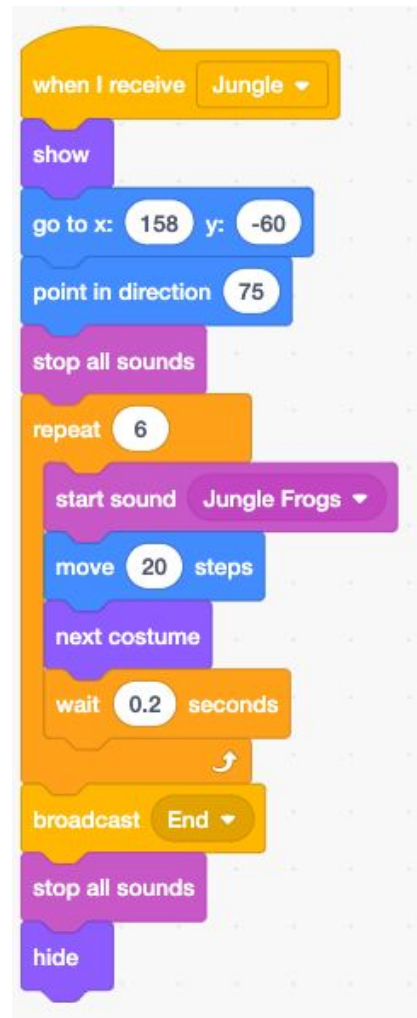
Toucan

- Sound



Toucan

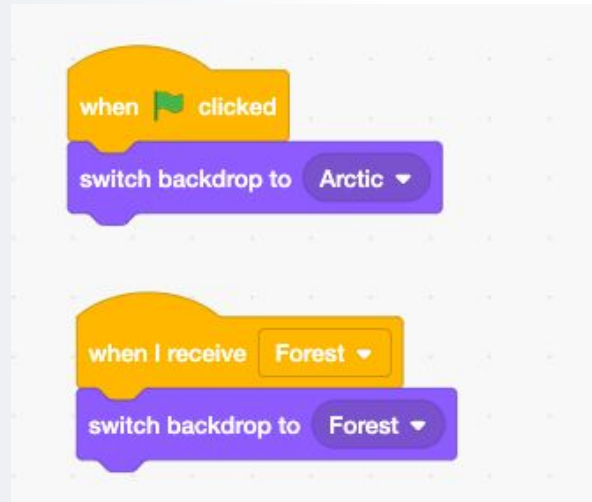
- Code




```
when I receive Jungle
show
go to x: 158 y: -60
point in direction 75
stop all sounds
repeat 6
  start sound Jungle Frogs
  move 20 steps
  next costume
  wait 0.2 seconds
broadcast End
stop all sounds
hide
```

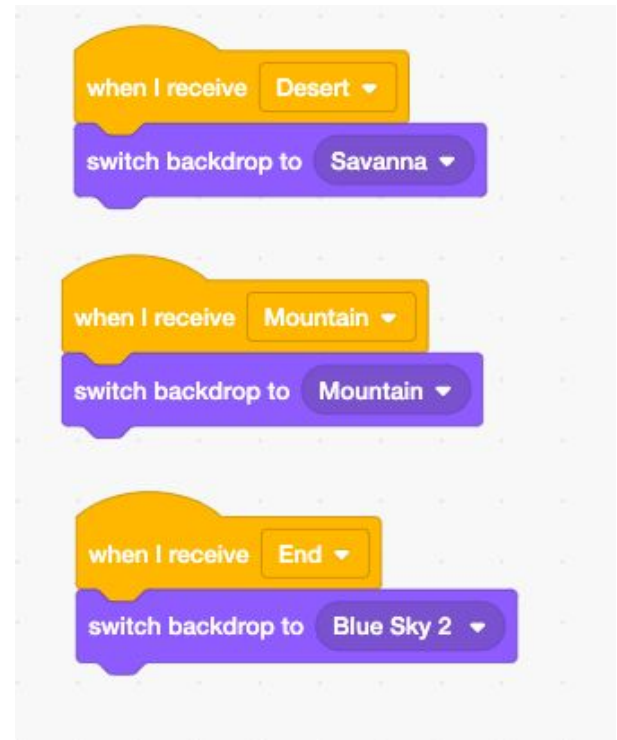
The image shows a Scratch script for a Toucan character. The script starts with a 'when I receive' event block set to 'Jungle'. It then performs a sequence of actions: 'show', 'go to x: 158 y: -60', 'point in direction 75', and 'stop all sounds'. A 'repeat' loop with a count of 6 contains the following steps: 'start sound Jungle Frogs', 'move 20 steps', 'next costume', and 'wait 0.2 seconds'. After the loop, the script broadcasts a message 'End', stops all sounds, and finally hides the character.

Backdrop Code



Scratch code blocks for setting backdrops:

- when  clicked
- switch backdrop to Arctic ▾
- when I receive Forest ▾
- switch backdrop to Forest ▾



Scratch code blocks for setting backdrops:






















- when I receive Desert ▾
- switch backdrop to Savanna ▾
- when I receive Mountain ▾
- switch backdrop to Mountain ▾
- when I receive End ▾
- switch backdrop to Blue Sky 2 ▾

Add Sprite : Earth!

← Back Choose a Sprite

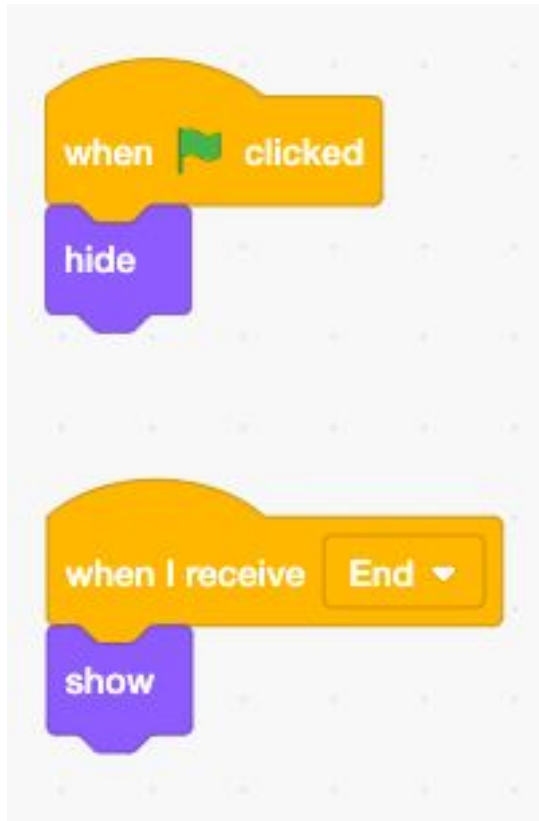
Search

All Animals People Fantasy Dance Music Sports Food Fashion Letters

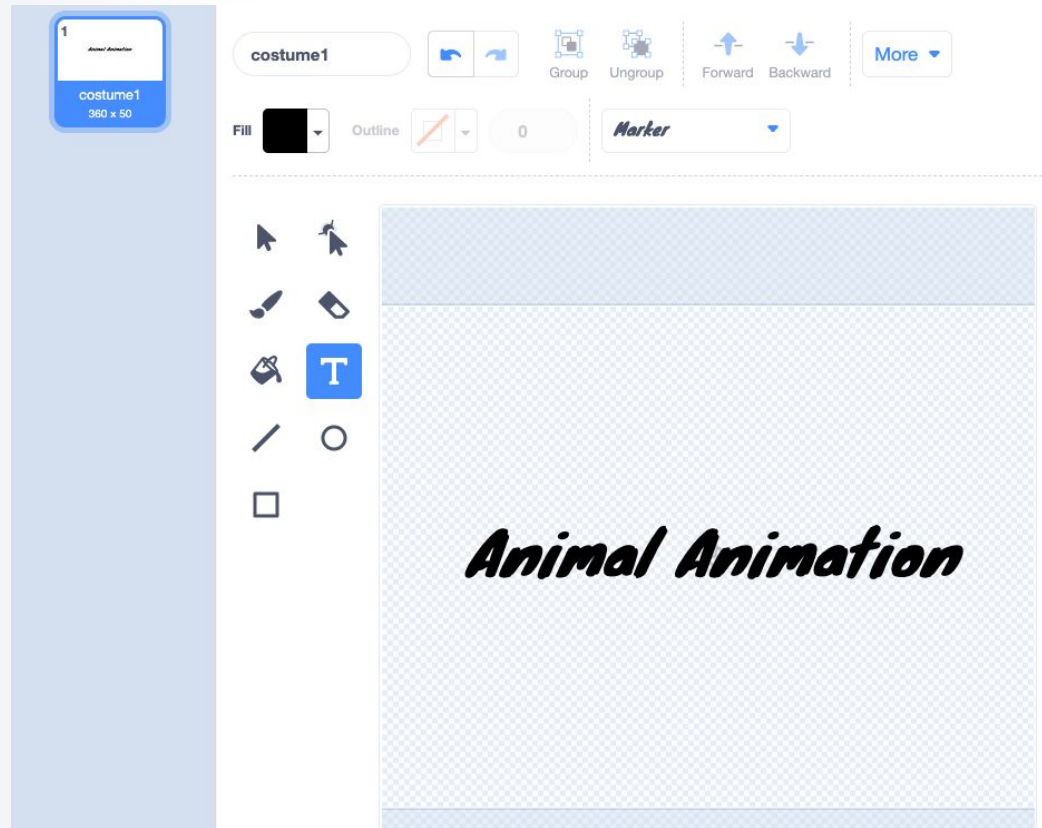
 Dorian	 Dot	 Dove	 Dragon	 Dragonfly	 Dress	 Drum
 Drum Kit	 Drum-cymbal	 Drum-highhat	 Drum-snare	 Drums Conga	 Drums Tabla	 Duck
 Earth	 Easel	 Egg	 Elephant	 Elf	 Fairy	 Fish

Earth

- Code

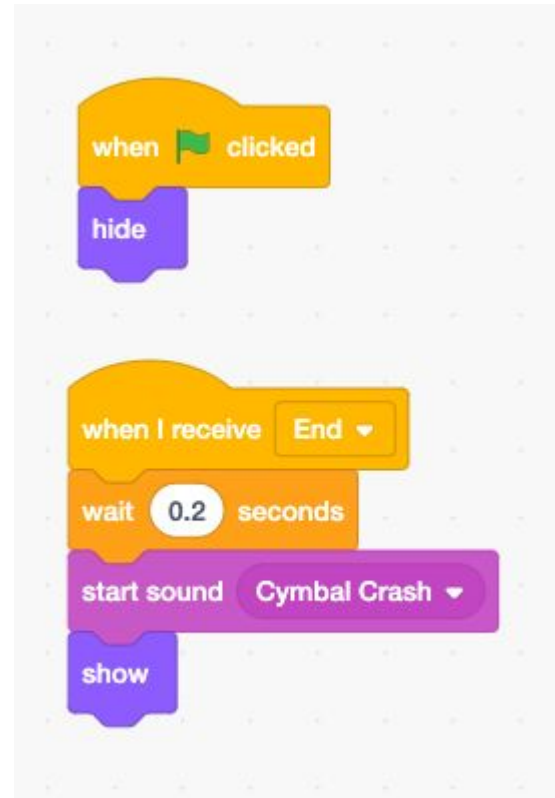


Add Sprite : End Text



End Text

- Code



Animal
Animation
Finished!