

SCENES



SUGGESTED TIME
30–45 MINUTES

OBJECTIVES

By completing this activity, students will:

- + be able to create a project that experiments with changing backdrops, like a story with multiple scenes or a slideshow
- + gain more familiarity with the computational concepts of events and parallelism and the practice of experimenting and iterating

ACTIVITY DESCRIPTION

- ☐ Optionally, show example projects from the Scenes studio and have the Scenes handout available to guide students.
- ☐ Give students time to develop a project that includes multiple scene changes using different backdrops, such as in a slideshow. Challenge students to explore and manipulate scripts in the Stage to initiate backdrop changes.
- ☐ Allow students to share their projects with one another. We suggest the design demo activity: invite a few students to present their work to the class and demonstrate how they implemented switching backdrops. Optionally, have students add their projects to the Scenes studio or a class studio.
- ☐ Ask students to think back on the design process by responding to the reflection prompts in their design journals or in a group discussion.

RESOURCES

- ☐ Scenes handout
- ☐ Scenes studio
<http://scratch.mit.edu/studios/475550>

REFLECTION PROMPTS

- + What does the Stage have in common with sprites?
- + How is the Stage different from sprites?
- + How do you initiate a sprite's actions in a scene?
- + What other types of projects (beyond animations) use scene changes?

REVIEWING STUDENT WORK

- + Do projects successfully coordinate multiple scenes using changing backdrops?

NOTES

- + If students are having trouble figuring out how to switch backdrops, encourage them to tinker with blocks under the Looks category, especially the switch backdrop to, switch backdrop to and wait, and next backdrop blocks.

NOTES TO SELF

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

SCENES

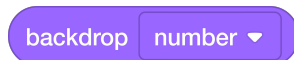
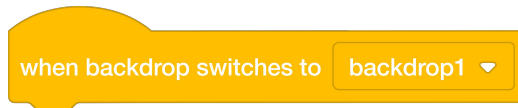
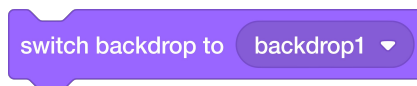
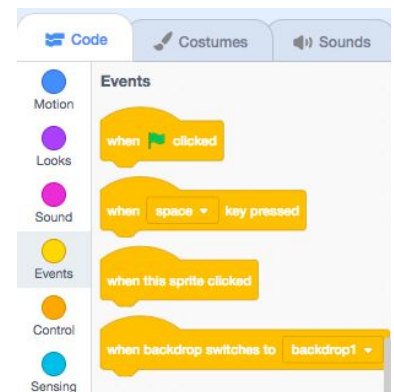
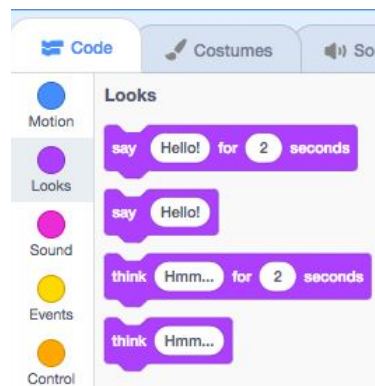
WHAT IS THE DIFFERENCE BETWEEN THE STAGE AND SPRITES?

In this activity, you will create a project that experiments with backdrops, like a story with multiple scenes or a slideshow.



START HERE

- ❑ Choose from the library, paint, or upload multiple backdrops into your project.
- ❑ Experiment with blocks from the Looks and Events categories to initiate switching backdrops.
- ❑ Add scripts to the stage and sprites to coordinate what happens when the backdrop changes in your project!



THINGS TO TRY

- ❑ Look for blocks under the sprites and the stage related to backdrop and test them out to see what they do!
- ❑ Need more inspiration? Explore the Scratch online community to discover projects that use multiple backdrops.

FINISHED?

- + Add your project to the Scenes Studio: <http://scratch.mit.edu/studios/475550>
- + Challenge yourself to do more! Add more backdrop changes to your project.
- + Help a neighbor!
- + Return to one of your previous projects or find a project you are inspired by and remix it by adding switching backdrops.

SCENES REFLECTIONS

NAME: _____

RESPOND TO THE FOLLOWING REFLECTION
PROMPTS USING THE SPACE PROVIDED BELOW OR IN
YOUR DESIGN JOURNAL.

+ What does the Stage have in common with sprites?

+ How is the Stage different from sprites?

+ How do you initiate a sprite's actions in a scene?

+ What other types of projects (beyond animations) use scene changes?