SCRATCH TUTORIAL: SNOWY COUNTRYSIDE

DIGITAL CONTENT CREATION > 3.4 PROGRAMMING

TARGET GROUP	AGE GROUP	PROFICIENCY LEVEL	FORMAT	COPYRIGHT	LANGUAGE
School drop outs, Students (primary school), Students (secondary school)	Children, Teenagers	Level 2	Activity sheet	Creative Commons (BY-SA)	English, French

To program this game, we will use the Scratch platform which has the advantage of using visual code: no need to learn a programming language to build your own games and videos!

|	
General Objective	Skillset building
Preparation time for facilitator	less than 1 hour
Competence area	3 - Digital content creation
Time needed to complete activity (for learner)	0 - 1 hour
Name of author	Bruno Meyrieux
Support material needed for training	Computer
Resource originally created in	French

WORKSHOP DIRECTIONS

1   Background preparation

- Go to Scratch and click '**Start Creating**', then in the bottom right corner of the next screen, click the '**Backdrop**' tab.
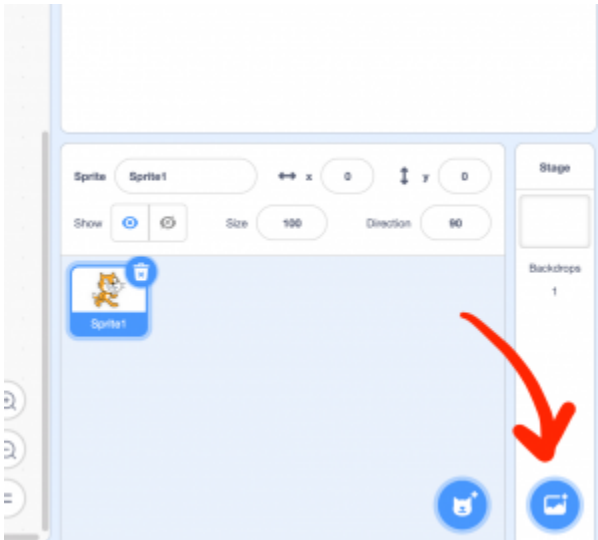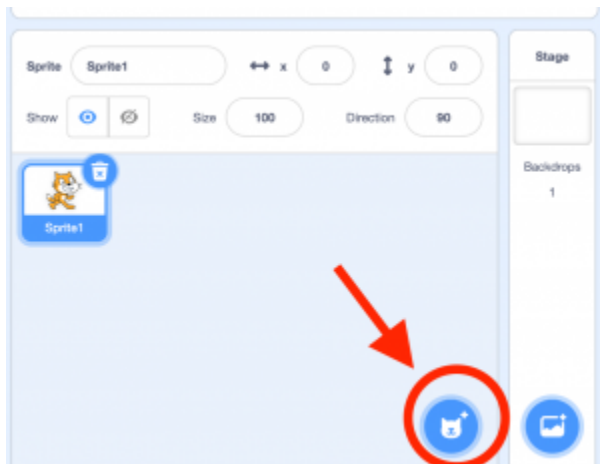

- Choose a pre-rendered backdrop suitable for a winter scene, like the one suggested below, or create your own.
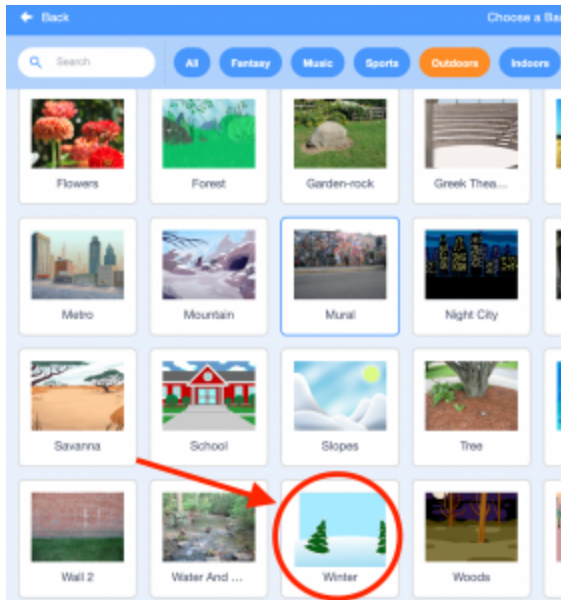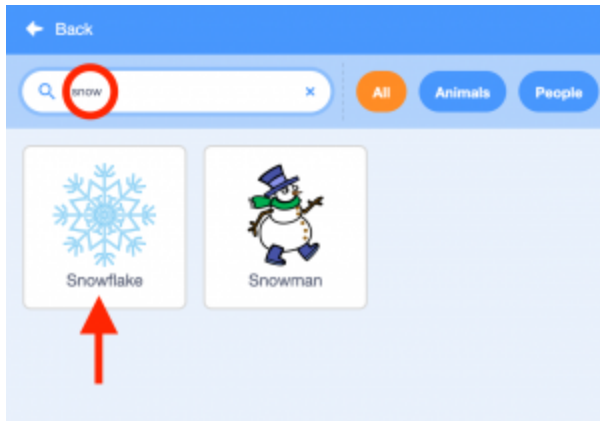
2   Create a character
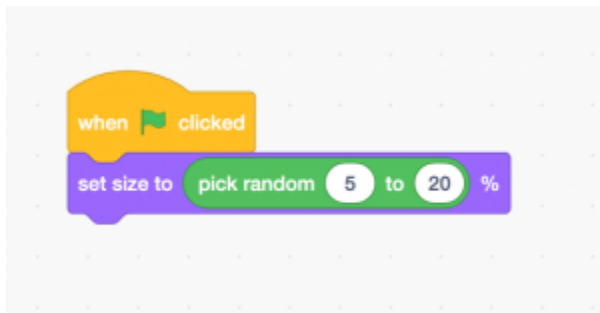
- Click 'create Sprite'

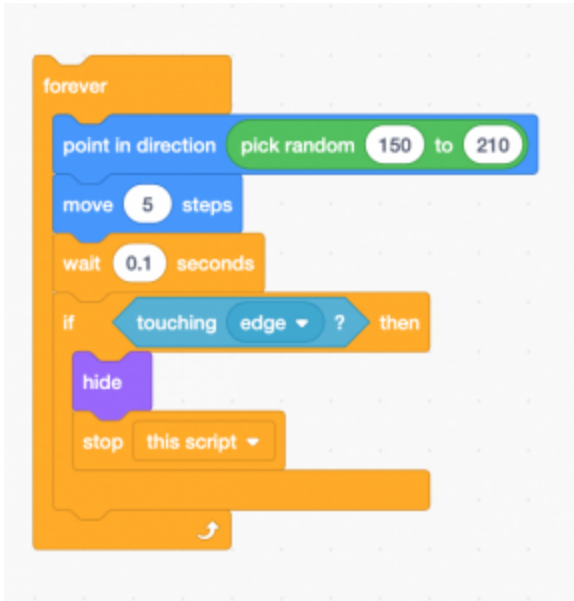- Choose the snowflake and place it towards the top of the screen.

- Delete the cat ('Sprite1')

3 Making snowfall

Give the snowflake a size suitable for the countryside (but random, so they're not all identical!).

The flake is light and falls neither quickly nor straight. At the bottom of the screen it disappears.

4 Multiply the flakes

- Test the animation
- If the animation of the flake works, we can now clone it!
- Replace 'when the green flag is clicked' with 'when I start with a clone'.

-

- Then change the sequence as following:

- Finally, add the module to generate randomly at the top of the screen.