Coding and the Creative Arts 2 Coding & STEAM 2019

Dr Elena Prieto-Rodriguez & Mr Daniel Hickmott

Week 4: Coding and the Creative Arts Part 2

22nd August 2019

Creative Computing: Unit 2

— Unit 2 is called **Animations**

— Focus is on Creative Diversity

— Music: you will compose songs

— Visual Arts: you will create images

— Drama: You will write scripts for characters (Sprites) to act out

Creative Arts Part 2:

— Three more activities from Unit 2 of the Guide:

　　— It's Alive!

　　— Debug It!

　　— Music Video

— Computational Concepts: Sequences, Loops, Events and Parallelism

It's Alive!

— An activity where you animate a character (Sprite) in Scratch

— There is a <u>studio with example Animation projects</u>

— Link to Studio is on webpage as well:

    — Links > Animations Activity - Scratch Studio

— The It's Alive! activity demonstrates the difference between Sprites and Costumes

Flipbook and Claymation Animation

— Before starting a Scratch project, we will look at some examples of animations

— Flipbooks

— Claymation[1]

— By quickly changing the images, we see the illusion that the images are actually moving

[1] Source: https://studentmodules.wiki.dublinschools.net/Stop+Motion

Making Pico Walk

— Use a next costume block with a when this sprite clicked block and click Pico over and over

— How can we make the Sprite (Pico) walk without clicking on Pico over and over?

It's Alive!

— Choose a Sprite and animate it

   — For example, you may create a bird flying across the Stage

— If you finish early, add some more animated Characters to your scene

— When you finish, share the project and add it to the STEAM Animations Showcase Class Studio

It's Alive! Discussion

— What is the difference between a Sprite and a Costume?

— Did you add more than one Sprite to your project?

— Did anyone add more Costumes to your Sprites?

— How did you use Sequences, Loops and Parallelism in your project?

Unit 2: Debug It!

— Each Unit of the Creative Computing Curriculum Guide has a Studio of Debug It! activities

— I have set up Class Studios for each the Unit 2 Debug It activities for you to Remix

— Class Studios: **STEAM 2019 Debug - 2.1,2.2,2.3,2.4,2.5**

— I will show you some example solutions soon

— Once you solve the activity, you can share it and add it back to the Studio

Unit 2: Debug It! Solutions

— I will show you some solutions to the Unit 2 Debug It! activities

— These won't be the only way to solve them

— You may have done something different - that is OK

Music Video

— This activity is more open-ended than the previous activities

— I will show you how to play songs in Scratch

— Students could record their own songs or find songs to add

— Copyright and giving credit to authors of songs/ images could be a discussion point for this activity

Music Video Discussion

— How did you give credit for ideas, music, or code that you borrowed to use in your project?

— Did you have more than Sprite in your project?

— Did you remix an existing project to create your Music Video?

— What are the different Events you used? (clicking the green flag? clicking on the Sprites?)