Make your story

Scratch lesson plan – Code Playground

BARCLAYS

Lesson overview

In this lesson, students will bring together the skills they've developed in the story series to create their own animated story in Scratch. They will learn to combine sprites, costumes, broadcast messages, and interactive coding to craft a complete story. This is part five of our story challenge.

Time	Key learning outcomes	Resources
45 mins	• Customise backdrops and sprites to create a personalised animation • Use broadcast messages to sequence events in the story • Apply conditional coding to make animations interactive • Develop creativity and storytelling through Scratch programming.	• Laptops or desktop computers • Access to Scratch website - https://scratch.mit.edu.

Content

Activities	Time	Page
Activity introduction	15 mins	3
Activity – Make your story	30 mins	4
Code snippets	-	5
Summary	-	6

Introduction

Make your story is part five of our story challenge. Combines all of the skills from the previous story challenges to tell a story using code.

"Through the five parts of the story challenge you will use a variety of different skills that you can use to build up to create a longer project."

The workbook for this activity provides a guided set of code that can be used to create a story. This is perfect for many of your pupils. However, those who are more capable may wish to animate their own chosen story.

Class discussion

"What story or idea would you like to animate today?"

Scratch practical

Ask the children to log into Scratch and set up their workspace as described in the workbook. Show the Make your story video as a guided lesson pausing regularly when the pupils need to catch up.

- Children should be able to follow along with the workbook or the guided lesson video
- By the end of the lesson children should be able to create a working program showcasing the make your story activity.

Activity – Make your story

"Today, you'll create your own animated story in Scratch using the skills we've learned in the story series."

"You can follow the example in the workbook or choose your own story or nursery rhyme to animate. Think about how to use sprites and broadcast messages to bring it to life."

"Does your backdrop set the scene for your story?"

"What details could you add to your backdrop to make the setting more interesting?"

Scratch practical

Using the video and workbooks support the children to follow the instructions and complete the coding project. Have them think of other ways to enhance the project if they have extra time.

Activity wrap up

Prepare to share your project with the class.

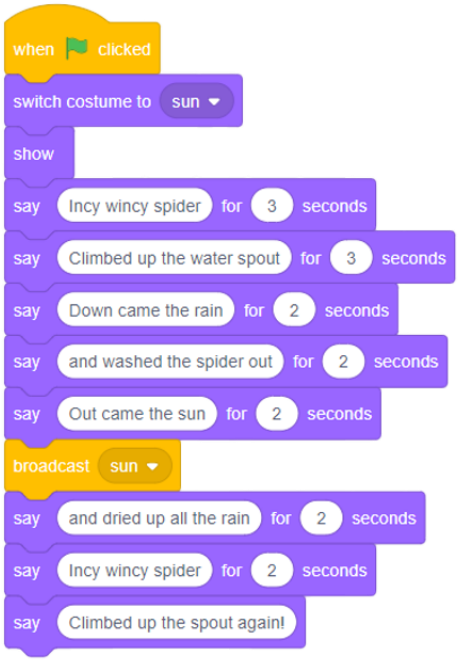
"Does your story have a clear beginning, middle, and end?"

Encourage customisation

- Add interactive elements, such as clicking the spider to make it move faster
- Expand your story by creating multiple backdrops for different scenes
- Experiment with sound effects or narration to enhance the storytelling.

Code snippets

Sprite code



Summary

The following information is an example of what a child at an expected level would be able to demonstrate when completing these activities with additional examples to demonstrate how this would vary for a child with emerging or exceeding achievements.

Assessment guidance

Differentiation – Lower ability/ASN

- Focus on creating a simple story with one or two sprites
- Use pre-made backdrops and sprites from the Scratch library
- Pair students for additional support.

Differentiation – Higher ability/extension

- Challenge students to create a longer story with more complex animations
- Encourage them to explore advanced coding techniques, such as using variables for interactive features
- Ask them to design and program a secondary character with its own sequence.

Plenary

- “What coding techniques did you use to animate your story?”
- “How did broadcast messages help you organise the sequence of events?”
- “What would you add or change if you had more time?”

Assessment questions

- How did you customise your sprites and backdrops to fit your story?
- What role did broadcast messages play in organising your animation?
- How would you expand or improve your story with more time?
- What challenges did you face, and how did you solve them?