

QMEA Scratch Challenge - Module 2

Module Outline

In this module, students will be taken through a variety of different Scratch Programming blocks that they can use to create their animations. Follow along with the video, pausing at the appropriate times to give students a chance to use the described blocks.

Challenge

Once students have a good understanding of the blocks used, they are then ready to create their own animation.

The content of the animation could take many forms, including but not limited to

- How the G-LNG plant operates
- The various parts of a piece of machinery
- The process that Santos personnel may follow as part of their job
- The journey of natural gas from Basin to port
- The environmental work that is done around the LNG deposits, before, during and after operation

We highly recommend that students do additional research to complement their project

Oresome Resources is a great place to start.

<https://www.oresomerresources.com/>



Challenge Submission

Once students have finished their project, it can be submitted. All submissions need to be received by the 7th of August 2020.

1. Give the Project a Name. We recommend the following format for Project Names
"Module2_schoolname_stdudentname" ie - "Module2_WHSS_MaryBloggs"



2. Save your project to your computer



Scratch Projects are saved with a .sb3 extension.

3. Email your sb3 file to damien@damienkee.com
Subject - "QMEA-Santos Module 2 Submission"
Don't forget to attach the file!

Judges consisting of Damien Kee, QMEA staff and Santos Staff will evaluate the submissions and select some to be recognised and showcased.

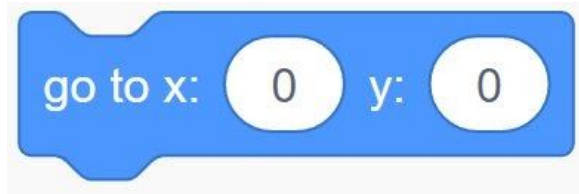
Judging Criteria

Judges will be looking at the following criteria when evaluating each submission.

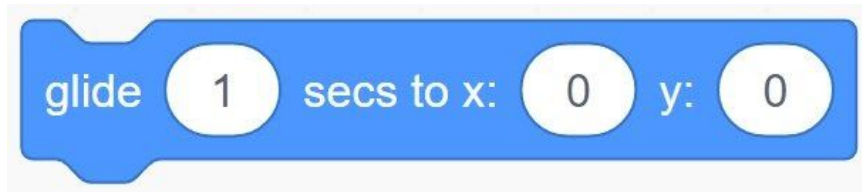
(In no particular order)

- Storytelling. Does the animation tell a story? Is there a logical progression of the animation? Is it engaging?
- Use of Code. Has the student used a variety of different Scratch coding blocks to enhance their submission? Have they gone above and beyond what has been present in the module?
- Relevance. Is their submission relevant to themselves, their school and/or their community?

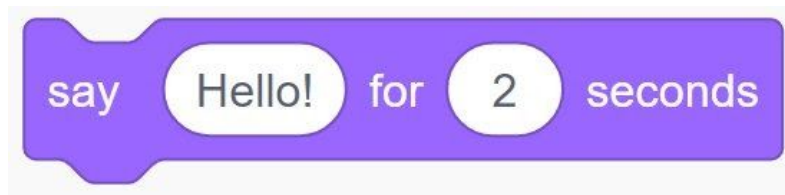
Code Blocks



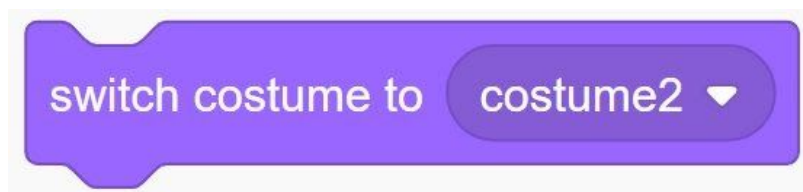
Instantly moves the sprite to a specific x,y location



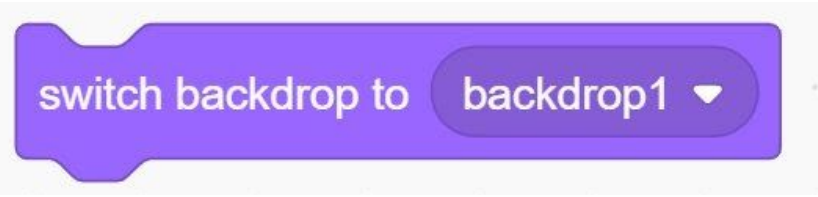
Smoothly glide from the current X/Y location, to the new X/Y location. Change the number of seconds to speedup or slow down the glide.



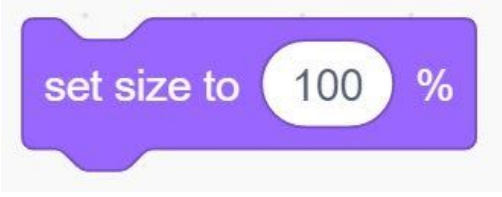
Create a speech bubble for your character and control how long the speech bubble stays visible



Change the costume of your sprite. Costumes can be found in the 'Costumes' Tab above the code blocks



Change the backdrop of your animation.



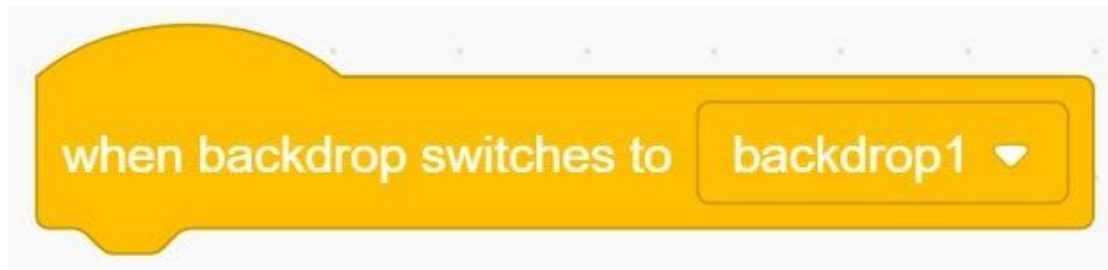
Set your Sprite to the desired size. 100% is the default size of the sprite.



Show and Hide Block. Use these to have your Sprite appear and disappear at various points in your animation.



Green Flag starter block. All blocks that are connected underneath will be run once the green flag above the Stage is pressed



Backdrop Switch Starter Block. All blocks underneath will be run as soon as the background changes to the new Backdrop. Very useful when your animation has several different scenes.



Add a delay to your program. Very useful when coordinating speech bubbles between different Sprites