

QMEA Scratch Animation Challenge

Challenge Outline

In this challenge, 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.

Given the importance of the GLNG plant in Gladstone, coupled with fact that many of the Students may know someone who works at the plant, the theme of this challenge is

“A day in the life of

Create an animation about someone who is a part of the GLNG plant. What role do they have and what does that mean from a day to day perspective? Keep it less than 1 minute long (but don't feel like you have to stretch it out to 1 minute if you don't want to).

Accompanying this guide are a selection of resources that outline many of the different roles that people perform at the plant. This includes job descriptions as well as some selected interviews. We highly recommend that students reach out to other people who they may know working at the plant and do additional research to complement their project. If you have any specific questions you'd like answered by a SANTOS member, please email them to TammyGrady (tammyg@qmea.org.au) and she will pass on any question to the relevant staff members.

Oresome Resources is another great place to find information.

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



Resource Pack

Included on the website are a collection of resources that you may find useful for the challenge. You are more than welcome to use them if you wish to help improve your creation. You are also welcome to do some research and use whatever other resources you can find. We will be adding to the resources over time so make sure you check back often!

GLNG Illustrations

A collection of illustrations that will load nicely into the Scratch Programming Environment. These would be great as Sprites and props within your Scratch creation

GLNG Photos

A selection of photos from the GLNG Plant as well as aerial photography of the site. These images would suit as Backdrops to your Scratch Program

Role Position Descriptions

These position descriptions outline the tasks that are performed by staff at the GLNG plant. This document is the same as what is used within Santos GLNG, and is purposefully not a 'simplified' version. The challenge is to draw out the relevant information as necessary and present it in a meaningful and engaging way.

Role Interviews

Select interviews with Staff members from the Santos GLNG plant talking about their role and the duties they typically undertake. .

Challenge Submission

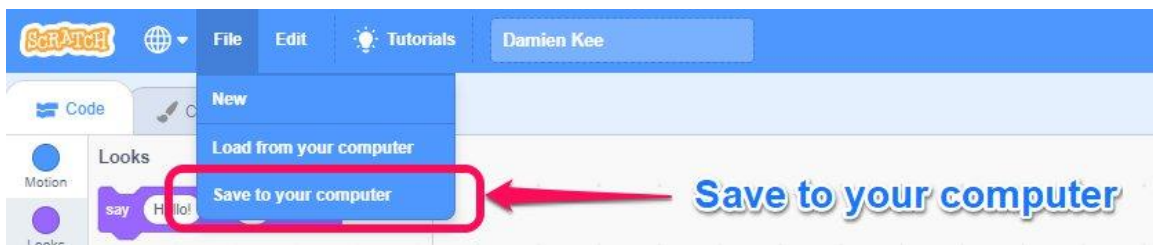
PLEASE READ AND FOLLOW SUBMISSION INSTRUCTIONS CAREFULLY

Once students have finished their project, it can be submitted. All submissions need to be received by the Friday, 7th of May 2021.

1. Give the Project a Name. We recommend the following format for Project Names “Animation_schoolname_studentname” ie - “Animation_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 Animation 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.

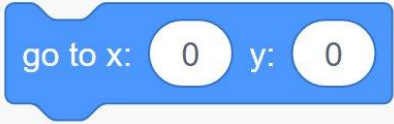
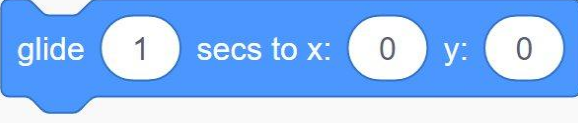
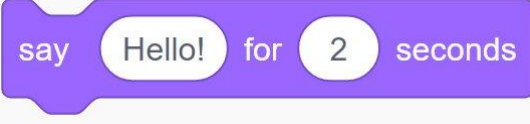
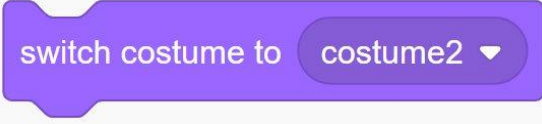
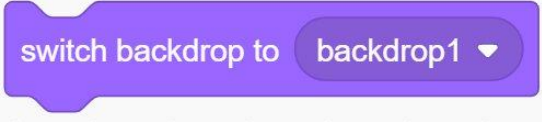
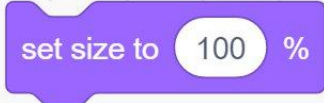


Judging Criteria

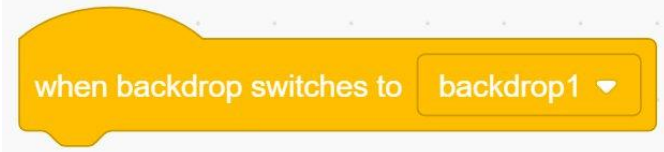

Judges will be looking at the following criteria when evaluating each submission.

(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 video?
- Relevance. Is their submission relevant to themselves, their school and/or their community?

Code Blocks Reference Sheet

	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.

 <p>A yellow Scratch block with a notch on the left side. The text inside reads "when backdrop switches to" followed by a dropdown menu showing "backdrop1" with a downward arrow.</p>	<p>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.</p>
 <p>An orange Scratch block with a notch on the left side. The text inside reads "wait" followed by a circular input field containing the number "1" and the word "seconds".</p>	<p>Add a delay to your program. Very useful when timing speech bubbles between different Sprites</p>