

# Animate Your Name

Information Technology Career Cluster Activity



# Step 1

Go to <https://tinyurl.com/Newnamescratch>.

This will take you to Scratch, MIT's coding website.



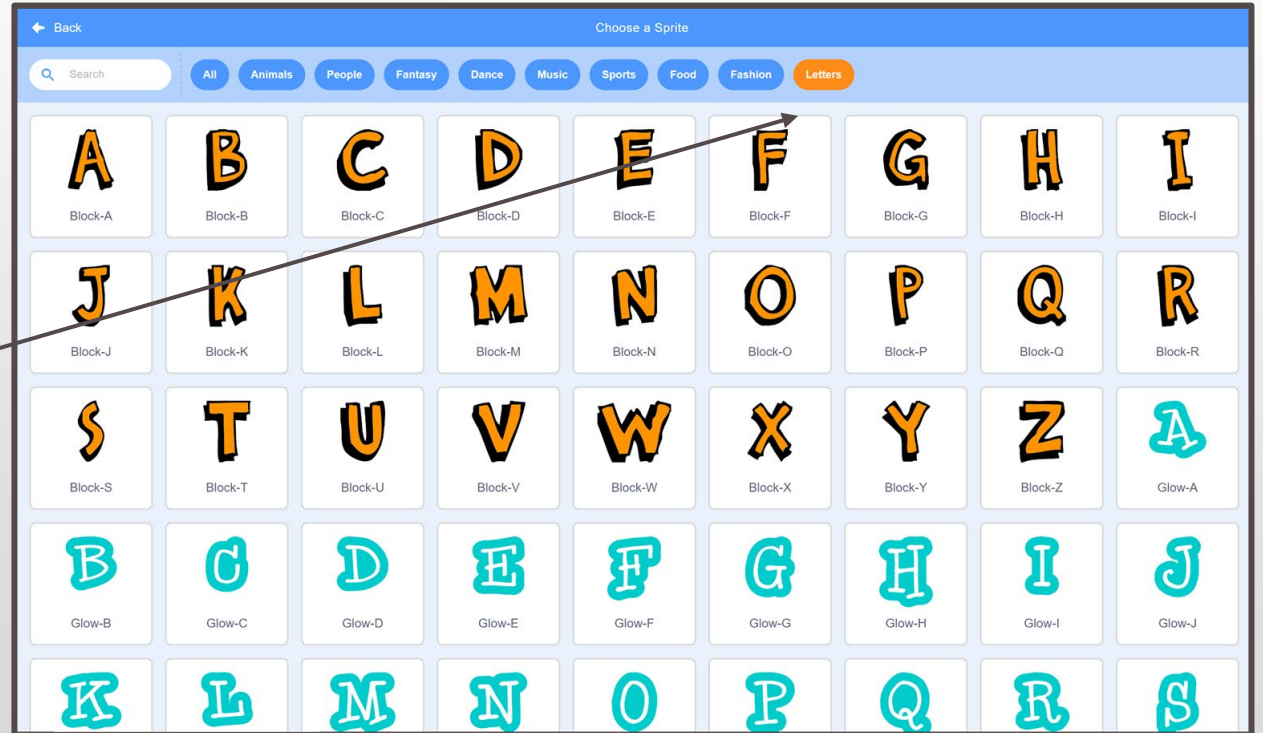
# Step 2

Click the cat icon to get started.

The image shows the Scratch 2.0 web interface. The top navigation bar includes the Scratch logo, a globe icon, and menu items for File, Edit, Tutorials, Join Scratch, and Sign In. The left sidebar contains a 'Code' tab and a 'Costumes' tab. The 'Code' tab is active, showing a 'Motion' category with various block options: 'move 10 steps', 'turn 15 degrees', 'go to random position', 'go to x: 0 y: 0', 'glide 1 secs to random position', and 'glide 1 secs to x: 0 y: 0'. A 'Tutorials' window is open in the center, displaying the word 'ANIMA' in colorful, stylized letters with a play button icon. The main stage area shows a white background with a small cat sprite in the top right corner. The bottom right panel shows the 'Sprite' area with 'Sprite1' selected, and a 'Stage' area with a 'Backdrops' list containing '1'. A blue cat icon is visible in the bottom right corner of the interface.

# Step 3

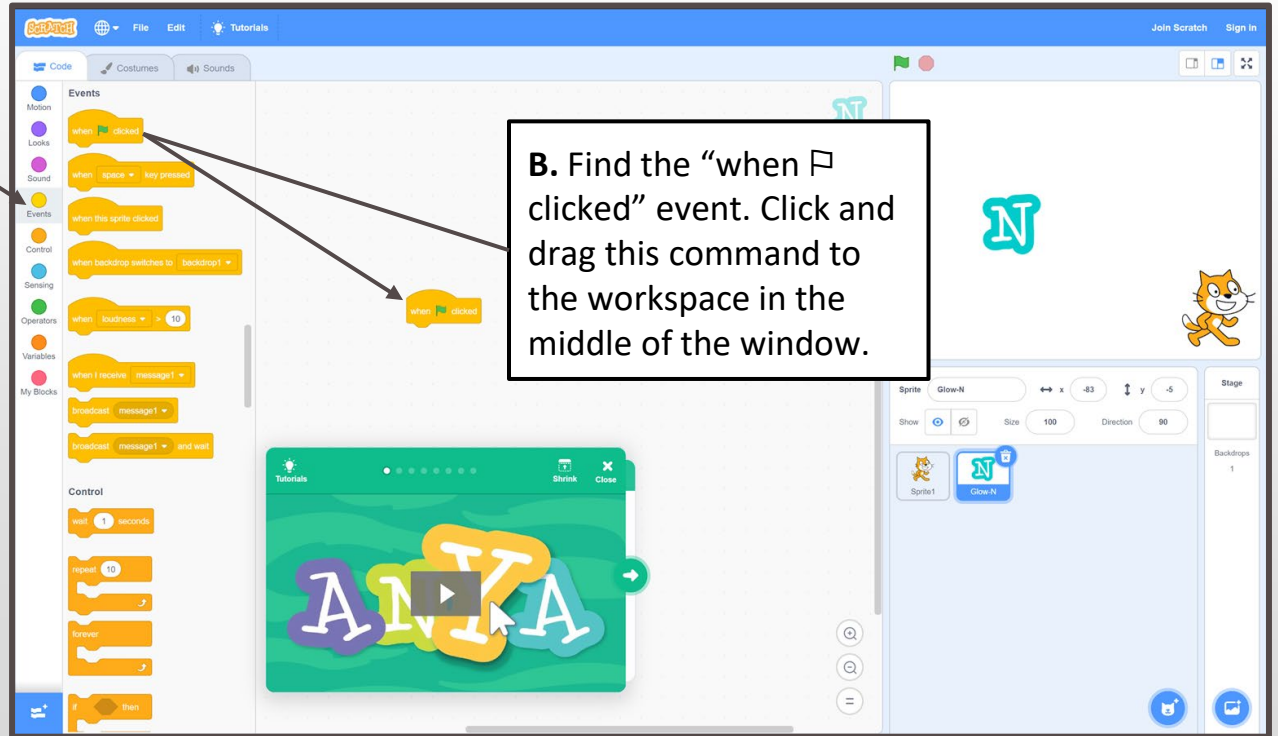
Select the "Letters" menu, and then click the first letter of your first name. These are called Sprites.



# Step 4

**A.** In the left pane, select the “Events” tab.

**B.** Find the “when clicked” event. Click and drag this command to the workspace in the middle of the window.



# Step 4, Cont.

A. Select the "Sound" tab.


B. Find the "start sound" command. Click and drag this command to the area below the "when clicked" command so that they connect.

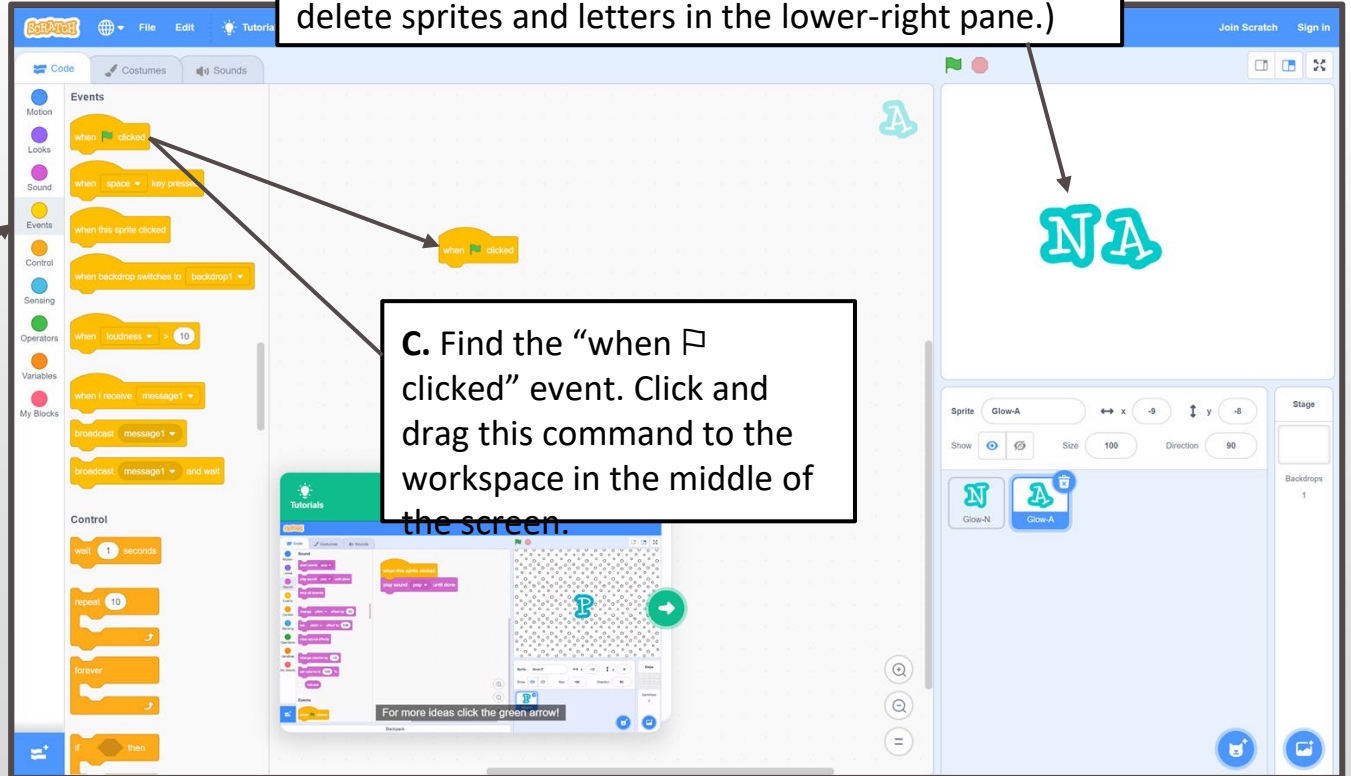
The screenshot shows the Scratch Sound tab interface. On the left, a vertical sidebar lists various sound-related commands such as "play sound", "start sound", "stop all sounds", "change pitch", "set pitch", "clear sound effects", "change volume", and "set volume". A callout box labeled 'A' points to the "Sound" tab in this sidebar. In the main workspace, a script area contains a "when clicked" event block followed by a "start sound" block. A callout box labeled 'B' points to the "start sound" block. A small inset window titled "Tutorials" is visible in the lower center, showing a similar script with a green arrow pointing to the "start sound" block. The bottom right of the interface shows the Sprite and Stage panels.

# Step 5

**A.** Repeat step 3 and select the second letter of your name. (You can move sprites by clicking and dragging them in the upper-right pane, and you can delete sprites and letters in the lower-right pane.)

**B.** Select the second letter in the lower-right pane and return to the “Events” tab.

**C.** Find the “when  clicked” event. Click and drag this command to the workspace in the middle of the screen.



# Step 5, Cont.

A. Select the “Control” tab.

B. Find the “forever” command. Connect this command below the “when clicked” command.

The screenshot shows the Scratch code editor interface. The 'Code' tab is active, and the 'Control' category is selected in the left sidebar. A 'when clicked' event block is connected to a 'forever' loop block. A 'Tutorials' window is open in the center, displaying a video player with the text 'ANTIA' and a play button. The 'Sprite' panel on the right shows two clones of the 'Glow-A' sprite, one labeled 'Glow-N' and one labeled 'Glow-A'. The 'Stage' panel shows a single backdrop.



# Step 5, Cont.

**A.** Select the “Looks” tab.

**B.** Drag and drop the “change (color) effect by (25)” command inside the “forever” command.

The screenshot shows the Scratch code editor interface. On the left, the 'Looks' tab is selected in the block palette. The code area contains a 'when clicked' event block followed by a 'forever' loop block. A 'change color effect by 25' block is being dragged from the 'Looks' tab into the 'forever' loop. The stage area shows the letters 'NA' in a teal, glowing font. The bottom right panel shows the 'Sprite' area with 'Glow-A' selected and the 'Stage' area with 'Backdrops 1'.

# Step 6

**B.** With your third letter selected in the lower-right pane, return to the “Events” tab.

**A.** Repeat step 3 and select the third letter of your name. (Remember, you can move sprites by clicking and dragging them in the upper-right pane, and you can delete sprites and letters in the lower-right pane.)

**C.** Drag and drop “when clicked” to the middle workspace.

The screenshot displays the Scratch 3.0 interface. On the left, the 'Events' tab is active, showing a list of blocks including 'when clicked', 'when space key pressed', 'when this sprite clicked', 'when backdrop switches to', 'when loudness > 10', 'when I receive message1', and 'broadcast message1 and wait'. A 'when clicked' block is being dragged from the 'Events' tab to the middle workspace. In the lower-right pane, the 'Sprite' area shows three letters: 'Glow-N', 'Glow-A', and 'Glow-M'. The 'Glow-M' sprite is selected. The main workspace shows the letters 'NAM' on a light blue background. A 'Tutorials' window is open in the foreground, showing a video player with a play button and the letters 'ANZA'.

# Step 6, Cont.

**A.** Select the “Control” tab.

**B.** Connect the “repeat (10)” command below “when clicked.”

**C.** Drag and drop the “wait (1) seconds” command inside the “repeat (10)” function.

The screenshot displays the Scratch code editor interface. The 'Code' tab is selected, and the 'Control' category is chosen from the left sidebar. The script area contains the following code blocks: 'when clicked', 'repeat (10)', and 'wait (1) seconds'. A 'Tutorials' window is open in the foreground, showing a video player with the letters 'A', 'N', 'I', 'A' and a play button. The stage area on the right shows the letters 'NAM' in a glowing cyan font. The sprite area at the bottom right shows three sprites: 'Glow-N', 'Glow-A', and 'Glow-M', with 'Glow-M' selected.

# Step 6, Cont.

A. Select the "Motion" tab.

B. Drag and drop the "turn (15) degrees" command into the "repeat (10)" function, above "wait (1) seconds."

**Note:** If there are no more letters in your name, skip to step 9.

The image shows the Scratch code editor interface. On the left, the 'Motion' tab is selected in the block palette. The code area contains a 'repeat (10)' loop block. Inside the loop, there is a 'turn (15) degrees' block followed by a 'wait (1) seconds' block. A callout box labeled 'B.' points to the 'turn (15) degrees' block. On the right, the stage shows the letters 'NAM' in a glowing font. At the bottom, a tutorial window is visible with the text 'ANYA' and a play button.

# Step 7

**B.** With the fourth letter selected in the lower-right pane, return to the “Events” tab.

**C.** Drag and drop “when clicked” into the middle workspace.

**A.** Repeat step 3 and select the fourth letter of your name.

The screenshot shows the Scratch code editor interface. On the left, the 'Events' tab is selected in the sidebar, showing a list of event blocks including 'when clicked'. A callout box labeled 'B' points to this 'when clicked' block. In the center workspace, a video player displays a tutorial video with the letters 'A', 'N', 'I', 'K', 'A' overlaid. A callout box labeled 'C' points to a 'when clicked' block being dragged from the sidebar into the workspace. On the right, the 'NAME' text box is visible, and a callout box labeled 'A' points to the fourth letter 'E' in the text. Below the text box, the sprite palette shows four letters: 'N', 'A', 'M', and 'E', with 'E' selected. The bottom right corner of the interface shows the 'Stage' area with a 'Backdrops' list containing one backdrop.

# Step 7, Cont.

**A.** Select the “Control” tab.

**B.** Connect two “repeat (10)” commands below “when clicked.”

The screenshot shows the Scratch IDE interface. On the left, the 'Control' tab is selected in the sidebar. The main workspace displays a code block starting with 'when clicked', followed by two 'repeat (10)' blocks. A tutorial window titled 'Tutorials' is open in the center, showing a video player with the text 'ANYA'. The right sidebar shows the 'Sprite' panel with 'Glow-E' selected and the 'Stage' panel with 'NAME' displayed.

# Step 7, Cont.

**A.** Drag and drop a “change size by (10)” command inside each “repeat (10)” function.

**Note:** If there are no more letters in your name, skip to step 9.

**B.** Modify the second command to be “change size by (-10).”

The screenshot shows the Scratch code editor interface. On the left, the 'Looks' category is selected in the 'Code' area. The script contains the following blocks: 'when clicked', 'repeat 10' (containing 'change size by 10'), 'repeat 10' (containing 'change size by -10'), 'set size to 100%', 'change color effect by 25', 'set color effect to 0', 'clear graphic effects', 'show', 'hide', and 'go to front layer'. A tutorial window titled 'Tutorials' is open, showing a video player with the letters 'A N I Z A' and a play button. The stage area on the right shows the name 'NAME' in large, glowing letters. The 'Sprite' area shows 'Glow-E' selected, and the 'Costumes' area shows 'Glow-N', 'Glow-A', 'Glow-M', and 'Glow-E'.

## Step 8

Repeat any or all of steps 4-7 for the remaining letters in your name.

You can also try to coming up with your own code. For example, with the turn function, try changing “wait (1) seconds” to a shorter time, such as “wait (.5) seconds,” for a faster spin.

Or, try applying multiple code sets to the same letter. For example, try programming a letter to change colors and spin at the same time.





# Step 9

If something isn't working the way you want, check your code again to see what might be wrong. Don't worry if you don't get something right the first time. Just keep trying until you find a combination that works!

When you are finished, click the green flag to test your code!

The screenshot shows the Scratch programming environment. The code editor on the left contains a script for a character named 'Glow-E'. The script starts with an 'when green flag clicked' block, followed by a 'repeat' block with 10 iterations of 'change size by 10'. This is followed by another 'repeat' block with 10 iterations of 'change size by -10'. The script then continues with 'change size by 10', 'set size to 100%', 'change color effect by 25', 'set color effect to 0', 'clear graphic effects', 'show', 'hide', and 'go to front layer'. The stage on the right shows the character 'Glow-E' with the name 'NAWE' written in a stylized, glowing font. The character's properties are set to 'Glow-E', size 100, and direction 90. The stage has a green background with a play button overlay.

# What's Next?

Move on to Activity 2: Balloon Popper Game.

There, you will create your own game. You can even challenge friends and family to play when you're finished!

