

Lesson 3 - Making icons dance

Expected Time: 45 - 60 minutes.

Aspect of National Curriculum Programme of Study covered:

KS2 objective a - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

KS2 objective b- Use sequence, selection and repetition in programs; work with variables and various input and output

KS2 objective e - Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

KS2 objective f - Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Objectives

Student will be able to;

- design a programme where a particular outcome will happen based upon an action inputted by the user
- select, use and combine a variety of software and programs to create a required outcome
- design and write a programme which simulates a virtual environment.

Ongoing objectives

- Use technology respectfully and safely
- Understand that communication online can be seen by others
- Evaluate and select digital online content responsibly and discerningly

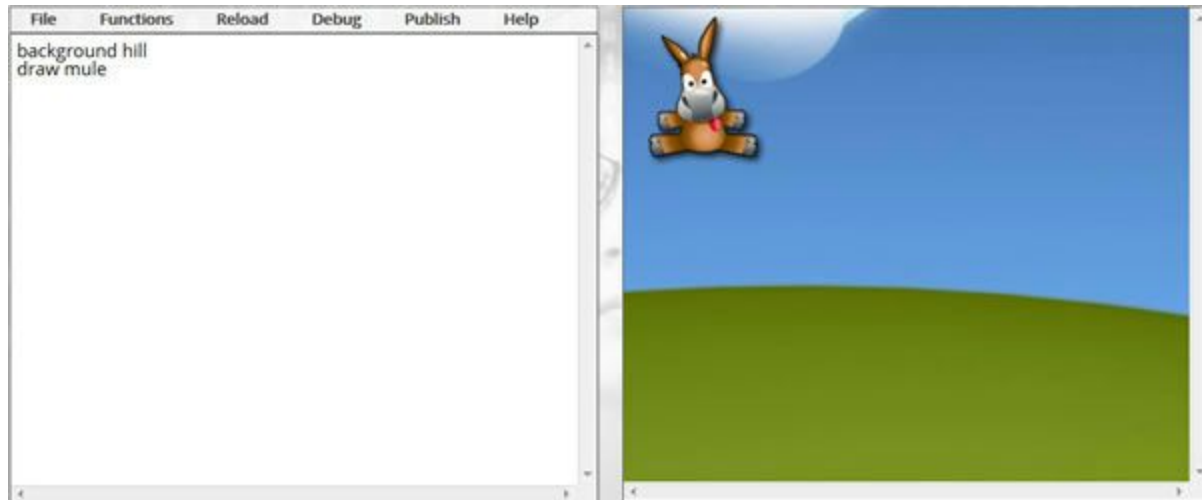
Activity

Step 1. In this lesson we will be setting up a page background and then choosing an icon to place on the page. We will then add some animation to that icon. Start by opening up a new whiteboard session [Click here to open in a new tab](#)

Step 2. Click on the left hand box on the whiteboard page and type in the following commands.

background hill
draw mule

Your whiteboard should now look something like this:



Step 3. Now we can target the icon and position it on the page using the margin and float commands. Add the following code to your whiteboard:

target mule
float centre
margin top 200

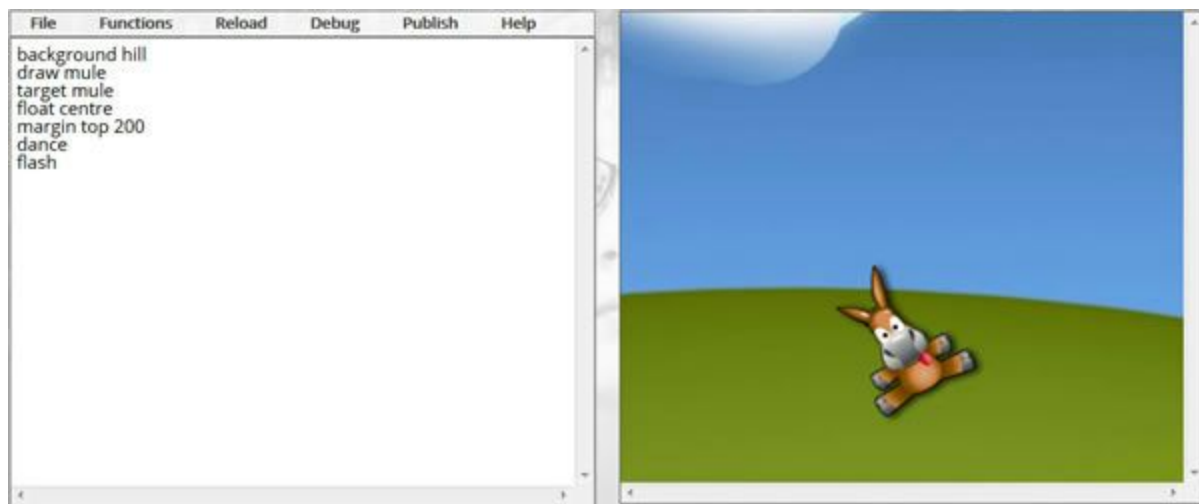
Step 4. OK now we can make the character dance by adding the following code:

dance

Step 5. Lets make the icon flash as well, add the following code:

flash

Step 6. Reload the code and you should end up with a page like this:



Step 7. Lets change the background now. Choose a different one from the [list of backgrounds here](#). On the first line replace the word hill with whichever background you want.

Step 8. Now why not choose another icon to replace the mule. You can see a [list of all the icons here](#). Simply choose an icon and replace the word mule with whatever your icon is called on lines 3 and 4.

ChildScript.com - Lesson Notes

Lesson 3 - Making icons dance

This lesson allows the children to create a background using a search engine and target an image on the page to move around the screen.

By the end of the lesson the children should have created a programme which contains a moving / dancing image.

Safety online

Before beginning this lesson it is essential that the children understand about safety online. Especially when publishing material or using images from the web.

Background

Images can be chosen from the list provided at:

<http://childscript.com/img/backgrounds.jpg>

Backgrounds can also be images from search engines. You can use any image URL in the same way we did in lesson 2 i.e.

background <http://childscript.com/background/wave.jpg>

When using Google to search for images always remember to click onto the picture and go to full size image before copying the URL.

Occasionally images, selected from the web, can not be displayed on the whiteboard as they are protected by the company who produces them. One such company is Shutterstock. If the image can not be displayed, select a different image. jpg, png or gif images usually work best.

Icons

Any number of icons can be placed on a page. Beware of placing the same icon twice as although it will work to start with this can get complicated when targeting and moving as you'll have two icons that will move together.

A full list of icons can be found at: <http://childscript.com/img/icons.jpg>

Float / Margin

Images can be floated either centre, left or right.

The margin determines the gap between the edges of the page and your image. For example *margin top 50* will give a gap of 50 pixels from the top of the page. *margin right 100* will give a gap of 100 pixels from the right hand side of the page.

Challenge

Add another icon to the page and make them both dance. Remember to target reset before you draw the second icon because you want to draw it on the main page.

target reset
draw car
target car
dance