How to Make a Name Animation
By: Willa M. and Natalie W.

Scratch vocabulary:

Script: the place where you put the programming blocks

Stage: the background of your project

Block: a puzzle piece that you fit together to command your project

Sprite: a character that you can program and edit

Looks category, motion category, etc.: the different tabs that contain the blocks

Green flag: the button that usually starts a project

X__Y__: the coordinates on the stage where you want the sprite to move to

1. To make your background, click the white space that says stage at the bottom right of the page.

2. Click the tab that says background and click the edit button.

3. Than draw whatever you want and then hit the OK button.

4. Make a new sprite by clicking the paintbrush icon in the bottom right corner of the view area.

5. Click the T that stands for text in the top left corner to write the first letter of your name. Pick the font from the list.

6. Pick the color that you want letter to be from the from the paint palate, and click OK.

7. Be sure you are in the scripts tab. Go into the control category in the top left corner.

5. Drag the block that says "when green flag clicked" into the script area.

8. Go into the motion category and drag go to x__ y__ into the script area.

9. Move the letter to the place you want it to start out and look up at the place where it says "export sprite". Right below that is the x and y coordinates. Copy those into the blank spots on the x and y block.

10. Go into the looks category and click "say __ for ___ sec".

11. Type the word or sentence you want your letter to say and then type the number of seconds you want that letter to say into the blank spot.

12. Go into the motion category and drag the glide___ to x___ y___. Then type the coordinates and type them into the blank spots.

13. Click the paintbrush icon again to make the second letter in your name.

14. Repeat the same procedure for the rest of the letters in your name.

Tip: At the top right hand corner, there is a stamp icon. Click on that stamp and drag it over to the script area. Click on the very first block with the stamp and place it over one of the sprites at the bottom right corner to copy.

15. Click the little TV in the next to the paintbrush icon to see your project in full screen.

This is not the only way to make a name animation. We are just giving you an example of how we did one. Feel free to play around with different blocks to make your project more interesting.