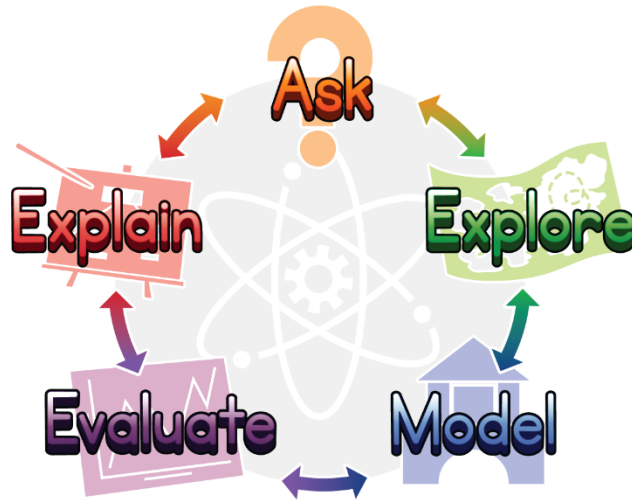


Problem: Animals in Action

Design Process



Ask: What is the problem? “How can I design an animation about animals in their habitats?”

Your animation must:

- Contain a **main animal character**
- Have an appropriate **background** to represent the **animal’s habitat**
- Include something, other than air, that the animal needs to **survive** (food, water, or shelter)
- Include the main animal character **interacting** with the survival item

Explore: Use this graphic organizer to keep track of the options you are exploring for your animation.

What is the **animal**?

What is the **habitat**?

What **food** does the animal eat?

Will there be any other **animals, objects, or people** in the animation?

Draw a few sketches showing the different options that you see available in ScratchJr. Include the animal, the food, and any other objects to show in the habitat.

Option 1

Option 2

Option 3

Model: Decide which option to animate, and then draw a picture showing the initial stage setup for your animation.



Now you're ready to build it in ScratchJr!

Evaluate: Test your program. How well did it solve the problem?

Draw or write about one of the bugs, or errors, you found in your program.



Explain: In this step, you will show your program to a family member or Mrs. Pascual.

What would you like to change about your program? Draw or write your answer below.

