



Creating an animation of the water cycle

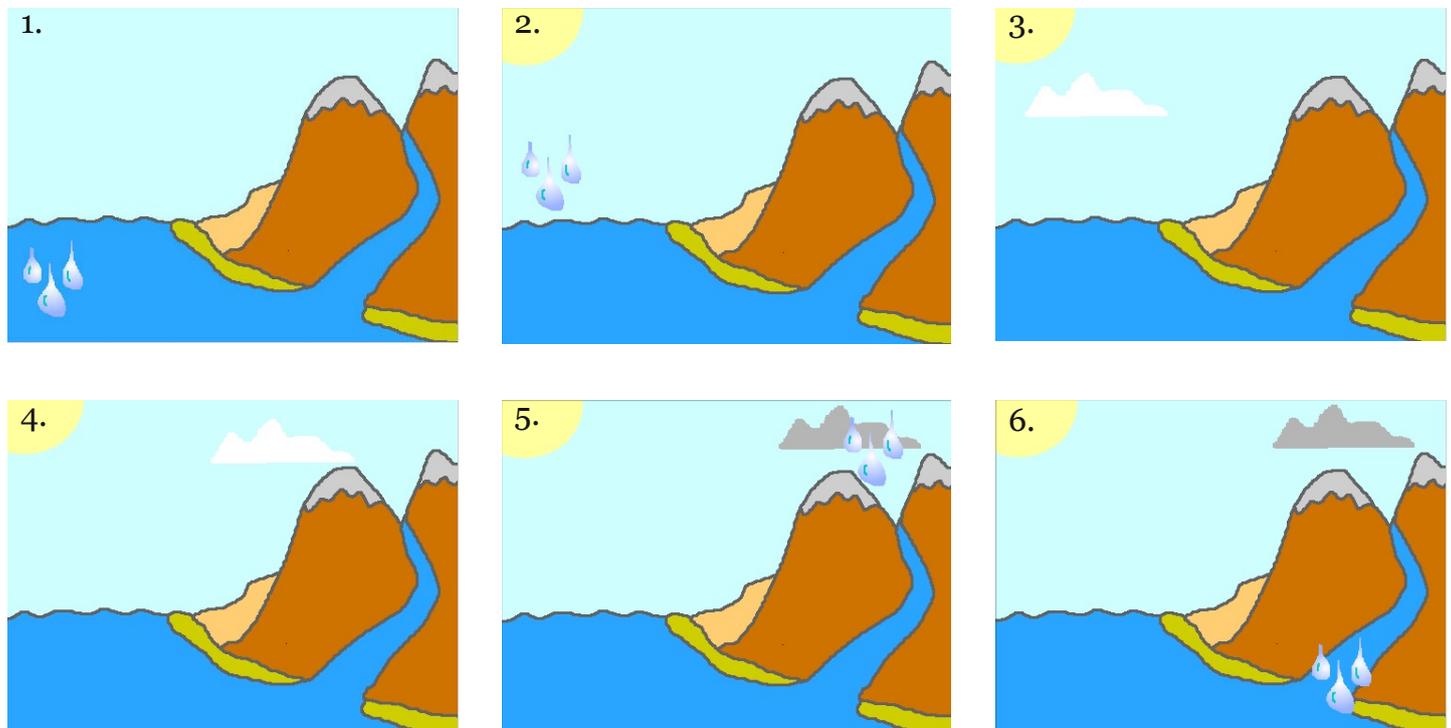
Lesson 2: Storyboarding the water cycle (computers not needed)

Objective: To storyboard and describe each stage of the water cycle. To make note of how many sprites will be needed, what each of them will do and when.

Storyboarding the water cycle

Explain to pupils that, during this unit of work, they will be using Scratch to create an animated version of the water cycle. To do this they will be creating sprites to represent raindrops, clouds and the sun. These sprites will be programmed to move around the stage, which will be a background they design featuring the sea, sky and mountains. Before they get started, they need to plan out the 6 basic steps to illustrate the water cycle using a story board. This will show where each of the sprites will be at different points in the cycle e.g.

- Step 1 – Water droplets in the sea.
- Step 2 – The sun appears. Water droplets begin rising towards the sun and evaporating.
- Step 3 – Water droplets start forming clouds.
- Step 4 – Clouds begin to move inland across the sea.
- Step 5 – Clouds cool and the rain starts to fall
- Step 6 – Water droplets form a stream which runs down mountains into the sea.

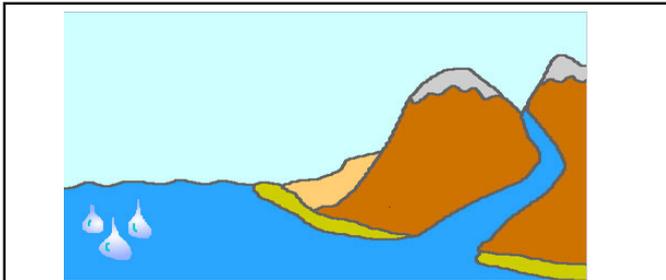


The above steps should be annotated with a description of what is happening at each stage. There is a blank storyboard template for pupils to use, in the Lesson 2 folder with space for drawings and descriptions. Pupils should be encouraged to think about how many sprites they will need and how they intend to program them to move.

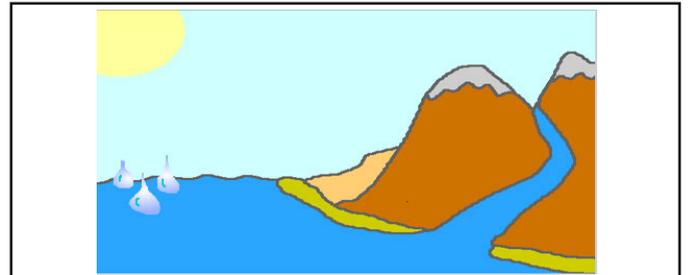


Water cycle storyboard

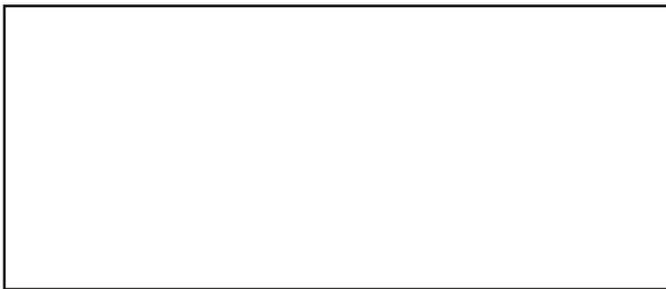
Use this storyboard sheet to draw and explain what is happening at each stage of your water cycle animation. You must also make a note of how many sprites you are going to need and what each of them will do.



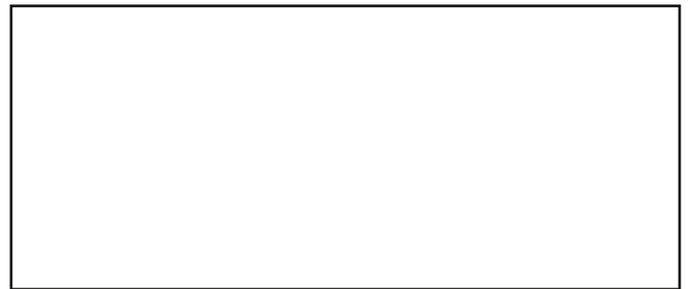
Stage 1: The water droplets in the sea



Stage 2: The sun appears and the sea water begins to evaporate.



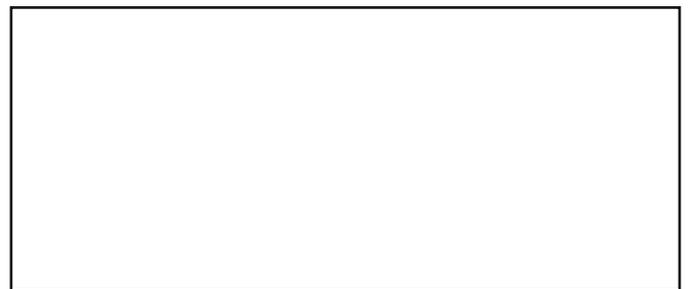
Stage 3:



Stage 4:



Stage 5:



Stage 6:

List of sprites: