

# Independent Activity – 1 (Animated Comic)

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# Choose based on your proficiency

Activity	Examples from previous batch
<b>Beginners Activity</b> -Keep it very simple. Think of a simple story, say hare and the tortoise. Now pick sprites to say their dialogues. Follow the example that we did in the class (Cat and Beetle on the beach). You can see the code from class notes and video , but use your creativity.	<a href="https://scratch.mit.edu/projects/389746243/">https://scratch.mit.edu/projects/389746243/</a> <a href="https://scratch.mit.edu/projects/389424748/">https://scratch.mit.edu/projects/389424748/</a> <a href="https://scratch.mit.edu/projects/389647850/">https://scratch.mit.edu/projects/389647850/</a>
<b>Intermediate Activity</b> -In addition to the beginner level, see if you can add more effects. For example, you can try to animate the behavior of the sprites. Or you can add sound effects. You can try creating your own backdrop. You can also try using the 'Text to speech' extension. Be creative.	<a href="https://scratch.mit.edu/projects/402091427/">https://scratch.mit.edu/projects/402091427/</a> <a href="https://scratch.mit.edu/projects/401736535/">https://scratch.mit.edu/projects/401736535/</a> <a href="https://scratch.mit.edu/projects/401728800/">https://scratch.mit.edu/projects/401728800/</a> <a href="https://scratch.mit.edu/projects/389645498/">https://scratch.mit.edu/projects/389645498/</a>

**Youtube video of our class :** <https://youtu.be/4u8SVp5J2Dc>

# Marking Criterion (Max Marks: 12)

Task	Marks Given
New Backdrop added	2
Is the backdrop relevant to the story	2
At least 2 sprites in the story	2
At least two synchronized dialogs (or thoughts) per sprite.	2
Creativity of the story	2
BONUS: Some advanced feature used (e.g. changing backdrops within story, changing costumes, adding sounds, moving sprites etc)*	2
PENALTY: Late Submission (Per Day)	-1

\*We will learn these formally in the next class.

# Common Problems

Problem	Remedy
Dialogs of the different sprites do not get synchronized.	Make sure the wait times on different sprites are synchronized. Keep the dialogs short.

# Enjoy!

- \* Remember to submit your project in time!