



# FATIMA COLLEGE

(Autonomous)

*Affiliated to Madurai Kamaraj University*  
*Re-Accredited with 'A++' by NAAC (Cycle - IV)*  
Mary Land, Madurai - 625018, Tamil Nadu

## DEPARTMENT OF INFORMATION TECHNOLOGY

### Animation Using Scratch - 19UGVAI1

**FATIMA COLLEGE (AUTONOMOUS), MADURAI**  
**B.SC INFORMATION TECHNOLOGY**  
CRASH COURSE ON  
ANIMATION USING SCRATCH

**AFTER THE COURSE:**

- IMPROVES CREATIVITY SKILL
- POSITIVE PEER INTERACTION
- DEVELOPING TECHNICAL SKILL

**COURSE FEE: RS 750**





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## B.Sc. INFORMATION TECHNOLOGY

### SEMESTER – IV

*For those who joined in 2019 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
USIT	19UGVAI1	ANIMATION USING SCRATCH	Lecture	6	2

#### COURSE DESCRIPTION

This course introduces animation design and graphics techniques using Scratch.

#### COURSE OBJECTIVES

To facilitate the student to understand the concepts using program to develop games, stories, and animations using hands-on examples to make them thinking and tinkering.

#### UNITS

##### UNIT I: INTRODUCTION TO SCRATCH

[6Hrs]

What is Scratch? - Programming concepts – Installation of scratch -  
Run Scratch from flash drive- Integrate Scratch with the Portable  
Apps.com suite-Troubleshooting-Limitations

##### UNIT II: START SCRATCHING

[6Hrs]

**The interface at a glance** Time for action – first step – Basics of a Scratch project  
- We're all actors on Scratch's stage – save your work – **Set the cat in motion** –  
a big step - Coordinating a sprite's location - Double-click control -  
Time for action – in motion forever **Add sprites to the stage** - Get



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new sprites - Browse Scratch's projects - Costume versus background

## UNIT III: GRAPHICS & SLIDESHOWS:

[6Hrs]

Interface design - Set the stage - Paint the stage - Adding gradients - Sprite costumes - address the card - Working with sprites - Animating the card - hide all sprites - Graphical transformations.

## UNIT IV: BUILD A PHOTO SLIDESHOW:

[6Hrs]

Insert a title screen - Import photos from disk - Image formats - Working with images - Resize images - How to measure images - flip through the photos - Building audience participation.

## UNIT V: SCRATCH CODE PROJECTS:

[6 Hrs]

Ghost Busters - Rock band - Lost in space - Cat boat - Paint box - Boat in race - Memory game - Brain game - Create your own world

## TEXTBOOK:

1. Scratch 1.4 Beginners Guide - Learn to program while creating interactive stories, games and multimedia projects using Scratch - by Michael Badger - PACKT publishing, Mumbai.

## WEB REFERENCES:

1. <http://scratch.mit.edu>
2. [www.https://codeclub.org/](https://codeclub.org/)

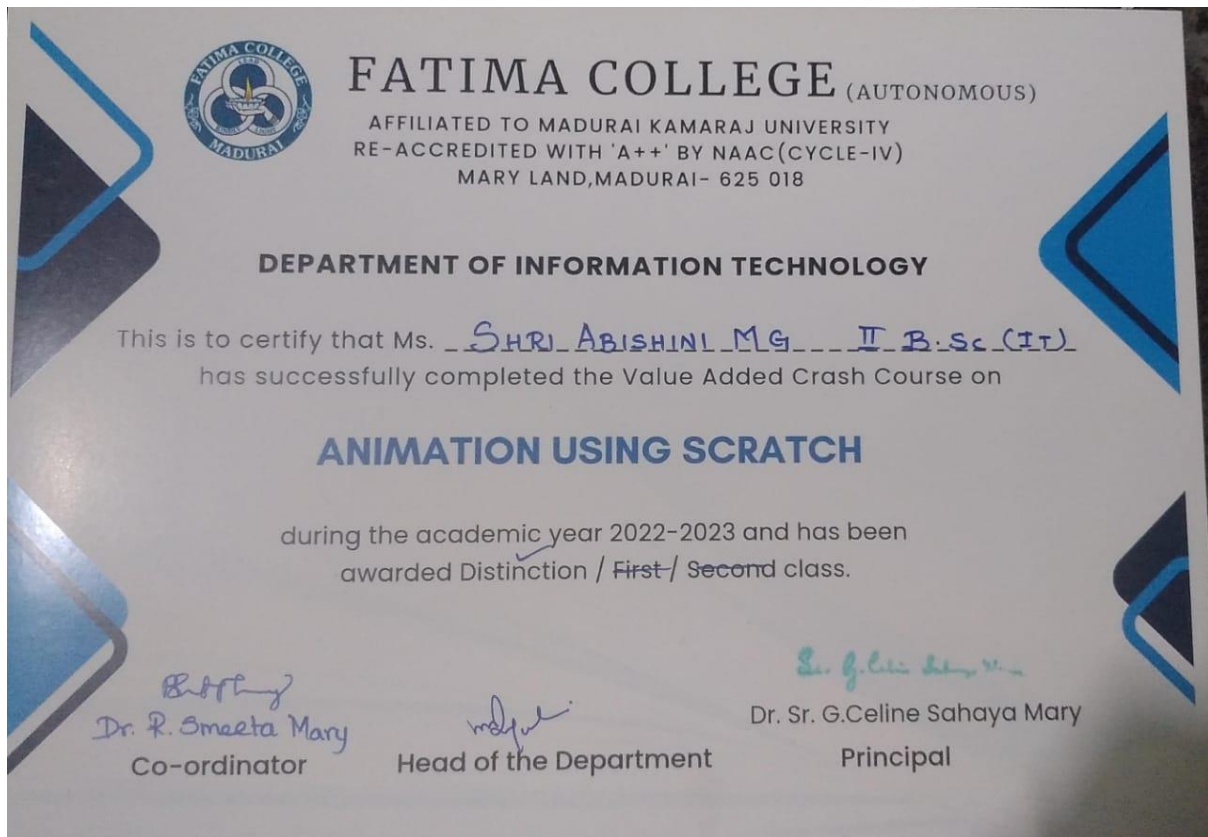


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## CERTIFICATE










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Mary Land, Madurai**

### **DEPARTMENT OF Information Technology**

#### **Value added Courses - Course Teacher Name list**

<b>S. No.</b>	<b>Course Title with Course Code</b>	<b>Course Teacher</b>	<b>No. of Hours Taken</b>
<b>1.</b>	<b>Animation Using Scratch - 19UGVAI1</b>	<b>Dr. N. Kalaichelvi</b>	<b>30</b>

  
Course Teacher Signature

  
Signature of the HOD with Seal

**Head of the Department**  
**Department of Information Technology,**  
**Fatima College (Autonomous), Madurai.**