Mother Sky

Mother Sky tells the story of the emu who helped save a young boy and became a constellation in the sky - the Southern Cross.
Retell the story as a coded animation. We acknowledge Uncle Alfie, Gunaikurnai and Mondero Cultural Custodian, who shared his story and artwork for this project.

INTRODUCTION

What you will make

Animate a traditional story from the Gunaikurnai people, Mother Sky. The story tells of an emu that saved a boy's life and became a constellation.

What you will learn

- broadcasting
- storytelling with movement and speech
- changing backdrops

What you will need

HARDWARE

A computer capable of running Scratch 3

SOFTWARE

Scratch 3:
either online
http://rpf.io/scratchon
or offline
http://rpf.io/scratchoff

SCRATCH STARTER PROJECT

Starter project
https://scratch.mit.edu/projects/1150452158/

SCRATCH COMPLETED PROJECT

Here is a link to the completed project
https://scratch.mit.edu/projects/1058080811/

SHARING STORIES FOUNDATION

code club Australia

powered by Telstra Foundation

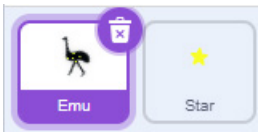
Code Club Australia acknowledges the Traditional Owners of Country throughout Australia and their continuing connection to land, sea and community. We pay our respects to First Nations people and their living cultures and to Elders past and present.

1. SETTING UP

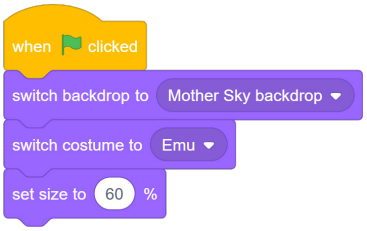
Open the starter project - https://scratch.mit.edu/projects/1150452158/

The animation will be controlled by algorithms on the backdrop, emu, and star sprites.

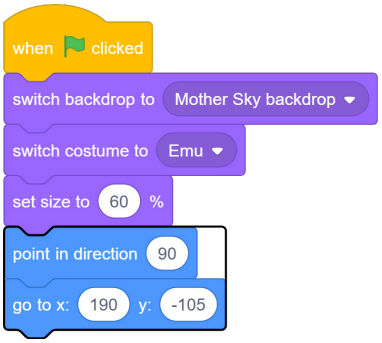
Select the emu sprite.



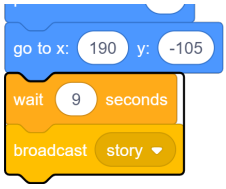
Let's code the start of the animation. Add an event when the green flag is clicked. Add a block to switch the backdrop to Mother Sky. Add a block to switch the costume to Emu. Add a block to set the size to 60%.



During the project, the emu will move about the screen. Add a block to set the emu's starting direction to 90 and to start in a set position.

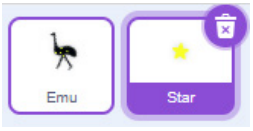


The emu will wait in this position while the story is told. Add a wait block and then add a broadcast block. Create a new broadcast called story.



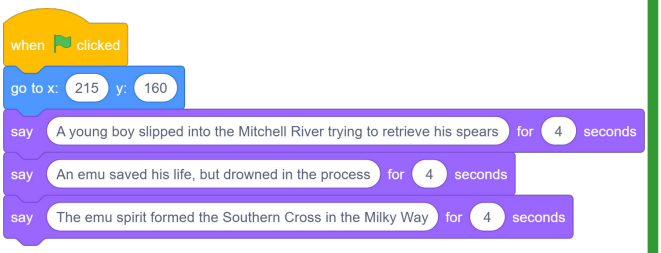
2. STARTING THE STORY

Select the star sprite.



Start with the event when green flag clicked. Set the starting position.

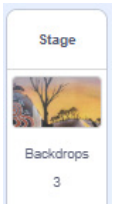
Use say blocks from the looks menu to tell the story. You can type your own or cut and paste from the comments box on the starter project.



Test your project by clicking the green flag. The emu should move to the bottom right corner and the star should start telling the story. The next part of the story will have the backdrop change and the emu move across the sky.

3. BACKDROP

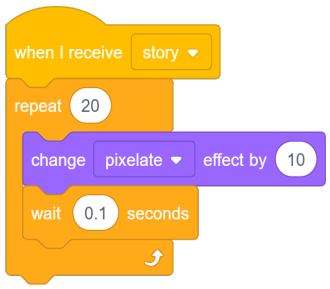
Select the stage area. The next algorithm will sit in the backdrops.



The backdrop is going to change from Uncle Alfie's painting to the Milky Way.

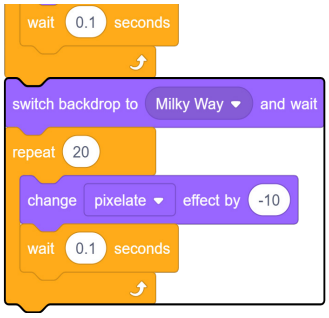
Start with the event when I receive story. (This is the broadcast that the emu sends)

Add a repeat block from the control menu. Inside add a change pixelate block and then a wait block.



Add a looks block to switch the backdrop to the Milky Way.

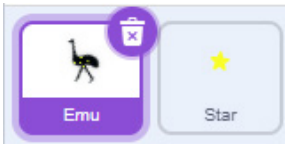
Duplicate the repeat block from above. Make sure to change the change pixelate to a negative number to reverse the effect.



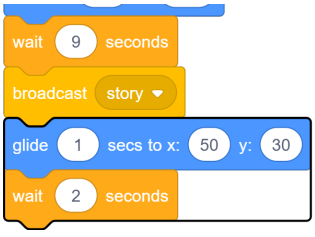
Test your project by clicking the green flag. Watch how the screen changes after the story.

4. EMU MOVEMENTS

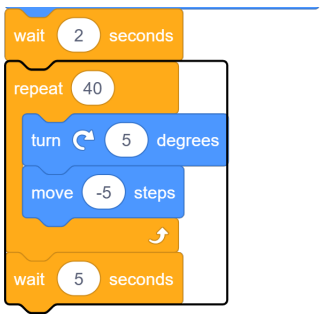
Click back on the emu sprite. You will keep adding blocks under the algorithm you have started.



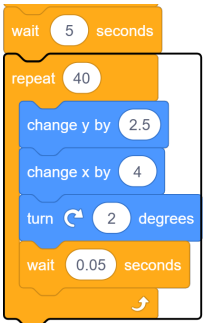
Add a motion block to glide towards the centre of the screen and then a wait block. This keeps in time with the background and storytelling.



The emu is going to move to the top left corner for the start of the story. Add a repeat block. Inside this add a turn right motion block and a move block. After the repeat block add a wait control block.

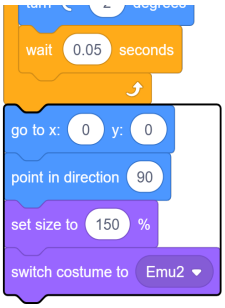


Add code for the emu to move across the sky like the Southern Cross does. Add a repeat control block. Inside add blocks that change x and y axis. These are used to control to the movement. Add a turn block so the emu rotates like it does in the sky. Add a wait block to slow the motion.



Duplicate the repeat block from above, but change the y to a negative number. This will lower the emu in the sky.

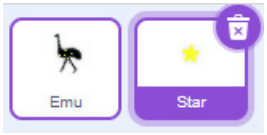
Now that the story has finished we want the emu to come to the centre. Add a motion block to move the emu to the middle of the screen and be pointing back in the right direction. Set the size to make the emu larger and change the costume.



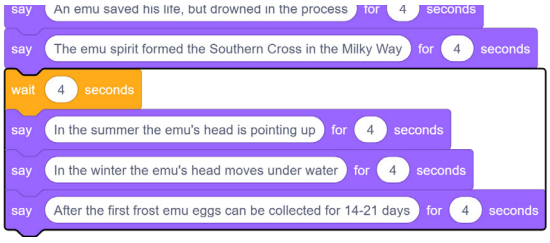
Test your project by clicking the green flag. It should finish with the emu in the centre of the screen with the stars of the Southern Cross in yellow.

5. MORE STORY TELLING

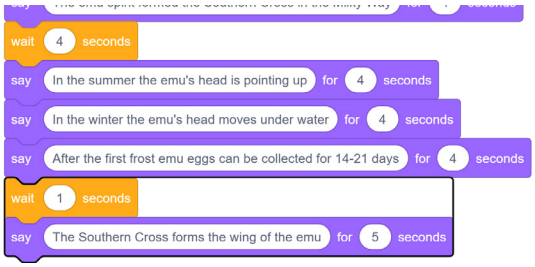
Click back on the star sprite. It needs to finish the story telling.



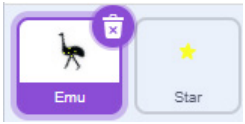
Underneath the algorithm you've already made add a wait block. This waits for the emu to move. Add 3 say blocks that talk about the constellation and share how this is used by the Gunaikurnai people.



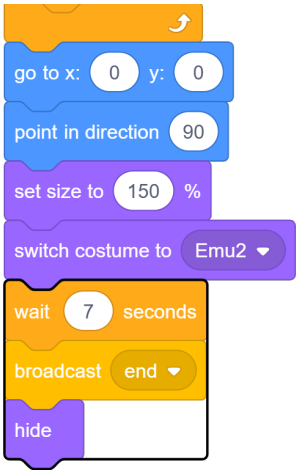
Add another wait block so the emu can move to the middle of the screen. Finish with one final say block that talks about the Southern Cross within the emu.



The final part of the project is to acknowledge Uncle Alfie sharing his story and art work. Click on the emu sprite.

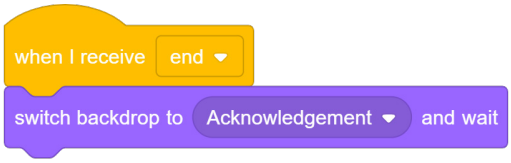


Add a wait button so that the star can finish talking. Then create a new broadcast called end that will be used by the backdrop. Finally, add a hide button.



Click on the Stage.

Start a new algorithm with the event when I receive end. Add a switch backdrop to Acknowledgement block.



Your animation is now complete! Click the green flag and watch the story.

Are there any changes you can make to improve your animation?

Congratulations!

You have completed an animation of Mother Sky. Thanks to the SharingStories Foundation for collaborating on the project and to Uncle Alfie for sharing his story and artwork.

What story will you animate next?