**WORKSTATION 3: SCRATCH JR.**



**LEARNING OUTCOMES:**

**ST1-10ES-S recognises observable changes occurring in the sky & on the land and identifies Earth’s resources**

**ST1-3DP-T describes, follows and represents algorithms to solve problems**

**Task: Workstation 3**

**For this task you will create a 1 minute animation to give your community some tips on how to save water.**

1. **Visit the Scratch Jr. tutorials on a web browser and gain some technical skills: https://bit.ly/2bJXgmq**
2. **Choose an appropriate background that is relevant to the community setting.**
3. **Animate an object to show the problem.**
4. **Choose a character to act out the solution.**
5. **End with a clear message (using text, or voice recording, or character’s speech bubble).**

