Junior Entertainment Technology

Instructions

Go through each step, completing the activity or activities for each. The activities can be adapted or changed based on what you have available at your house.

Animate your own artwork!

Step 1

Whether you do it digitally or the old-fashioned, hand-drawn way, the secret of animating art is getting 32 frames into one second. Try it yourself!

Make a flip book!

Take a pad of paper (sticky notes can work as well) or find an old paperback book in whose margins you can draw Then, draw something in the same spot on each page, moving it slightly each time. So, a ball might move up a tiny bit on each page, and then move down the same way. Flip through your pages quickly and the ball bounces up and down.
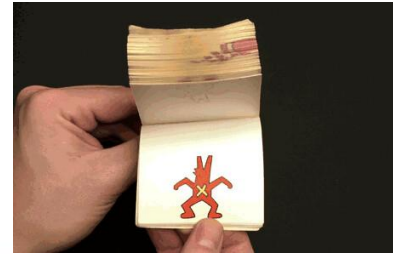
Talk to a developer!

Step 2

Some software developers get to play games all day! Think you might like that kind of career? In this step, team up with an adult to find out.

Listen to a game developer answers some important questions about their job!

Try the science of amusement park rides!

Step 3

Create a catapult out of some household supplies, like a ruler, popsicle sticks, etc. You can then launch a marshmallow or ping pong ball and see how far it goes!

Once you see how far your object goes try to make some improvements to make it go farther
Here is one way to make a catapult that can be adapted to materials you have at home.

Materials:

➔ 7 popsicle sticks
➔ 5 rubber bands
➔ 4 pom-poms
➔ Ziploc bag

Steps:

1. Stack 5 popsicle sticks on top of each other and rubber band each end.
2. Stack 2 popsicle sticks on top of each other and rubber band only one end.
3. Open the 2 popsicle sticks so they create a V and stick the stack of 5 popsicle sticks in the middle
4. Lastly rubber band the two stacks together using 2 rubber bands and twisting them on a diagonal

Pictures of the steps on the next slide

Try the science of amusement park rides!

Step 3

Step 3

Step 4

Step 1

Step 2