# Objective

By the end of this lesson, you will be able to create a simple animation using Blender.

# Materials and Prep

- Computer with Blender software installed
- Basic understanding of Blender interface

# Activities

- Create a bouncing ball animation: Learn how to add keyframes and animate an object bouncing up and down.
- Design a spinning cube animation: Experiment with rotating objects in different directions to create a spinning effect.
- Explore shape key animation: Understand how to use shape keys to morph objects into different shapes over time.

# Talking Points

- Introduction to Blender: "Blender is a powerful software that allows us to create 3D animations and models."
- Keyframes and Animation: "Keyframes are like bookmarks that tell Blender where an object should be at a specific time."
- Object Transformation: "You can move, rotate, and scale objects in Blender to bring your creations to life."
- Shape Keys: "Shape keys let you change the shape of an object gradually, allowing for smooth transitions."
- Practice Makes Perfect: "The more you practice and experiment with Blender, the more creative you can be with your animations."