Lesson #2(Days 2-3): Your Name in Scratch

Overview
Students will animate the letters of the their names using the project tutorial found on the Scratch website.

Lesson Summary
- *Students will watch a sample video of the finished assignment, then complete the necessary steps, compare their results to the rubric, analyze a classmate's work based on the rubric, make edits, and submit the URL of the shared projects*
- *Animate your name video and steps (embedded in Tips on Scratch)*
  - *Choose the first letter*
  - *Add color effects*
  - *Add a sound*
  - *Add a backdrop*
  - *Add the next letter*
  - *Make it spin*
  - *Finish your name*
  - *Share your project*
- *Evaluate student's own work with rubric and correct as needed*
- *Evaluate another student's work with rubric and correct as needed*
- *Submit shared URL*

CS Content
This teaches very basic programming concepts and introduces some limited vocabulary.

Objectives
Students will be able to:
- Add sprites to a project
- Manipulate sprites

Materials and Prep
- Scratch.mit.edu

Resources
Student Documents
- *Essential Programming Vocabulary*
- Scratch help videos (https://scratch.mit.edu/help/videos)
- Name rubric

Code Studio
- https://scratch.mit.edu/

Video
- Animate your name (embedded in Scratch editor)i

Assessments
- Name rubric

Notes
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