Lesson #2-3: Scratch Name Project

Overview
Practice using the features of Scratch outlined on Day 1 in the context of creating a simple program.

Lesson Summary
- *Journal Entry*
- *Class discussion of journal entry*
- *Name programs*
- *Journal Reflection*

1. *Journal: What do you remember about Scratch from yesterday? What do some of the blocks do?*

2. *Discuss student responses.*

3. *Students will complete the following (on scratch paper or on the computer – Word, Notepad, Google Docs, etc.): Find and list 5 different actions a Sprite can do. Explain each. Find and list 5 different looks a Sprite can have. Find and list 2 scripts related to sound. Find and list 5 different control scripts and explain each. i.e. "when the green flag is clicked = the sprite does the set of instructions that follow."*

4. *Discuss student responses.*

5. *Students write programs based on their own names. The following day (or when everyone finishes) students will do a gallery walk to see their peers final projects.*

CS Content
Moving from user to Designer/Creator, students have an opportunity to practice using the features of Scratch to create a simple program. Problem solving in the creation process, and Pattern and Syntax recognition for Programming is also covered.

Objectives
Students will be able to:
- Complete a simple Scratch program.
- Utilize the green flag feature.

Materials and Prep
- Computer
- Internet
- Name Rubric
- Scratch paper or notepad of some sort on the computer

Resources
Student Documents
- Rubric
- http://scratch.mit.edu
- ScratchGettingStarted.pdf
- Name.sb

Video
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Assessments
- Gallery walk
- Submitted name design

Notes

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