

Day 4: Knock Knock

Overview

This lesson describes how to create a dialogue between two sprites by first creating a written dialogue.

Lesson Summary

- *I didn't use Scratch for this Unit. Instead I used App Inventor. I am doing what I would have done if I used Scratch.*
- Lesson Sequence:
 - Have students share their name projects from the day before
 - Introduce the assignment
 - Tell a couple jokes or small talk
 - Tell students that they are going to have two sprites do some small talk
 - Demonstrate using Knock Knock joke
 - Students get on computers and create their dialogues on Scratch
 - Have students share their dialogues to the class
 - Discuss the process of how the dialogue works

CS Content

The CS Content covered is the inquiry and collaboration in creating dialogues on Scratch.

Objectives

Students will be able to:

- Develop a dialogue between two or more Scratch sprites
- Explain the reasoning behind how their dialogue works

Materials and Prep

- Scratch and Computer
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Resources

Student Documents

- [Scratch Dialogue](#)
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Code Studio

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Video

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Assessments

- [Scratch Dialogue](#)
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Notes
