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| **UNIT 4** |  |  |

# Lesson : Day 10-13: Broadcasting Assignment

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| Overview *Students will review how to broadcast events by developing a Scratch story and presenting to class.* Lesson Summary  * *Students divide into groups of 3-4 (it was a very small class)* * *Students will pick a topic of their choice (must be approved by teacher before continuing)* * *Once a topic is approved, students will create a storyboard before starting to build the program in Scratch. The story must outline at least 3 scenes, 3 characters and their script, must also show how the characters will be animated.* * *Students will use Scratch to create the broadcasting project.* * *Students will present finished product to class.*  CS Content *In this lesson students are allowed to be creative. They also tie in information they learned from Unit 3 by creating a story board. They have to collaborate and communicate with each other in order to finish the assignment.* |  |  | Objectives **Students will be able to:**   * Broadcast events * Complete a Scratch Story * Develop a Scratch story project  Materials and Prep  * Paper * Pencils * Scratch Program  Resources **Student Documents**   * *Rubric for Scratch Story*   **Code Studio**  **Video**  **Assessments**   * Story project  Notes  |  | | --- | |  | |  | |  | |