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| **UNIT4** |  |  |

# 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

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