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| **UNIT 4** |  |  |

# Lesson: Alphabet Learning Game

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| OverviewStudents will use prior knowledge in using the program Scratch to create an Alphabet Learning Game that could be played by pre-school children. When the Letter/sprite is selected with the mouse the letter will change costumes, when the letter is typed on the keyboard a callout will explain the letter. Once the green flag is selected the game will go back to the original state.Lesson Summary  * *Journal:* How do the programs on the computer know what the user wants to do next? In other words, if you are surfing the web, how does the computer know what page to go to next? * *Students will create an Alphabet Learning Game* * Students may use pictures from the Internet. * Pictures can be saved as a .gif or .jpg. * Students can import or paint to make it the second   costume for the letter.   * Students will use a "switch to costume “block * Output in talk bubbles - Use a "say\_for\_sec"block. * Students will pick the theme for alphabet game (animals, food, etc.) * *Students will do a gallery walk periodically to get ideas for their*   *learning game.*   * *Students will share their game on Edmodo for other students to*   *see and play.* CS Content *Reinforcing skills learning to program in Scratch* |  |  | Objectives **Students will be able to:**   * Storyboard * Create an Alphabet   Learning Game Materials and Prep  * Journal * Program scratch * Prior knowledge with scratch  Resources **Student Documents**   * *Students will demonstrate their knowledge in creating an Alphabet Learning Game in Scratch.*   **Assessments**   * Scratch Learning Game  Notes  |  | | --- | |  | |  | |  | |
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