

Lesson #4: Scratch Animate Name & Extended Game projects.

Overview

Scratch Programming Introduction and project based learning activities.

Objectives:

The students will be able to:

- Name the basic terms used in Scratch.
- Create the beginning of a simple program in Scratch. Outline of the

Lesson:

- Journal Entry (5 minutes)
- KWL chart about programming/Scratch (15 minutes)
 - Scratch introductory video (10 minutes) • Model of how to start name assignment (25 minutes) Student Activities:
- Complete journal entry.
- Complete KWL chart about programming/Scratch.
- Groups take turns sharing out their K's and W's orally.
- Watch Scratch introductory video.
- Follow along with Scratch open as teacher models how to start name assignment

Scratch Name Activity ECS

The following links are activities that my students enjoy as additional projects. Used with permission.

Scratch - Additional Projects

- *Animate eyes on a face
- *Driving Game
- *Flying Challenge

Scratch - Shark Attack Game

- *Game where shark chases fish

CS Content

Scratch Programming

Loops

Variables

Counters

Objectives

Students will be able to:

- Animate their names in Scratch
- Create a game in Scratch

Materials and Prep

- Scratch account

Resources

Student Documents

- [Links to Scratch Tutorials](#)

Code Studio

- Unit 4

Notes
