# Unit 4 Days 2-3: Name Project

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| Overview *(Note: Some of my students have experience using Scratch, so this lesson will be used to get an idea of what my students already know.).*  Students review scripts, costumes, and sounds used yesterday.  Students create a simple scratch program.  Gallery Walk.  Class discussion of gallery walk. Lesson Summary *Overview of the various parts of the lesson:*   * *Review* * *Introduction to Name project* * *Name Project* * *Gallery Walk* * *Class discussion of gallery walk*   *Lesson sequence:*   1. *Review scripts, costumes, and sounds students used for the “Getting Started with Scratch” tutorial.*     [*https://scratch.mit.edu/*](https://scratch.mit.edu/) *--> Create --> ? --> All Tips --> Step-by-Step --> Getting Started with Scratch*   * 1. *Class Discussion: Discuss the blocks used, what the blocks do, where they were found, how to create a sprite and where to go to create costumes for the sprite, and how to add sounds.*  1. *Introduce Name Project*    1. *Give students Name Sample Rubric and go over requirements with class.*    2. *Play name.sb for class and have students describe the behaviors of the letters.*    3. *Do “Animate Your Name” tutorial. (All students are on a computer and do steps 1-6 together with instructor.)*   [*https://scratch.mit.edu/*](https://scratch.mit.edu/) *--> Create --> ? --> All Tips --> Step-by-Step --> Animate Your Name*   1. *Name Project: Additional Instructions*    1. *You may use your name or something relevant to you*    2. *Have at least 4 letters.*    3. *At least one letter should have two or more behaviors.*    4. *Extra credit will be given for multiple behaviors on more than one sprite and the use of any scripts that have not been introduced in class.*   *There will be a gallery walk once your projects are completed.*   1. Gallery Walk: Instructions    1. On a piece of paper write down what behaviors or combination of behaviors you liked best about each Name project.    2. Think about which Name project you liked the best and why. 2. Class Discussion    1. Discuss what behaviors or combination of behaviors the students liked best about the Name Projects.    2. Vote for best project – 1st, 2nd, 3rd places.  CS Content *Students create a simple program.*  *Problem Solving (Programming related.)* |  |  | Objectives **Students will be able to:**   * Create a simple scratch program. * Utilize the green flag feature  Materials and Prep  * Computer * Internet * Paper and Pencils  Resources **Student Documents**  **Code Studio**  **Tutorials**   * Getting Started with Scratch   [*https://scratch.mit.edu/*](https://scratch.mit.edu/) *> Create >? > All Tips > Step-by-Step > Getting Started with Scratch*   * Animate Your Name   [*https://scratch.mit.edu/*](https://scratch.mit.edu/) *> Create >? > All Tips > Step-by-Step --> Animate Your Name*  **Assessments**   * Name Project  Notes  |  | | --- | |  | |  | |  | |