Exploring Computer Science

* Students will create a dialogue between 2 or more sprites.
* Sample LIVE dialogue:
  + Teacher: Knock-Knock
  + Student: Who’s there
  + Teacher: Justin
  + Student: Justin who?
  + Teacher: Justin time for lunch!
  + Student: Ha ha!
* Pull Scratch up & demonstrate the sample dialogue ONLY using the “say\_for\_secs” blocks.
* What is the difference between the live and the sample Scratch?
  + Find the “wait\_sec” block. Add the blocks so they can see the sprites taking turns.
  + Show students how to select and change a backdrop.
* Cover the Scratch Dialogue Rubric and let them begin their activity.
  + Students should write their dialogue on paper first, then begin their dialogue.

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| **Requirement** | **Points Possible** | **Yes** | **No** | **Points Earned** |
| Have 2 or more sprites talking in dialogue. | 5 |  |  |  |
| Have a backdrop which complements your dialogue. | 3 |  |  |  |
| All the sprites are polite and they take turns talking. | 4 |  |  |  |
| Each sprite says at least 3 things. | 4 |  |  |  |
| The conversation starts “when green flag clicked”. | 4 |  |  |  |
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| **Extra Credit** |  |  |  |  |
| Have 4 or more sprites talking in dialogue. | 2 |  |  |  |
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| TOTAL: | 20 |  |  |  |