|  |  |  |
| --- | --- | --- |
| **UNIT 4** |  |  |

# Days 2-3: Scratch Name Project by Adam Abrego 29Q498

|  |  |  |  |
| --- | --- | --- | --- |
| Overview *Students will use the Scratch programming environment to create a program in which their name is spelled out and each letter of their name will perform some sort of movement behavior when the program starts.* Lesson Summary Summary  *Students will be guided through a demonstration of creating sprites from the included sprite files and programming them to move in some basic ways (left and right, up and down, spinning). They will be provided with a rubric explaining the task and given time to create this fist simple program.*  Lesson Sequence   * *Demonstration of sprite creation and programming(15 minutes)* * *Demonstration of opening and saving (5 minutes)* * *Discussion of purpose of ‘green flag’ stat block(10 minutes)* * *Distribution and read through of rubric (5 minutes)* * *Independent work time (30 minutes)* * *Displays of student work and post-task summary (15 minutes*  CS Content *Problem Solving – Students get experience applying problem solving processes learned in previous lessons to new experiences.*  *Equity – Multiple entry points to facilitate information acquisition*  *Computational Thinking – Coordinating operations of multiple objects by programming a common starting command.* |  |  | Objectives **Students will be able to:**   * Create a new scratch program and save it. * Create new sprites and program simple behaviors. * Navigate the different windows of the Scratch programming environment.  Materials and Prep  * Computers * Scratch programming environment  Resources **Student Documents**   * Assignment rubric * Google drive access for accessing assignment document and uploading programs   **Assessments**   * Evaluate Scratch program according to requirements of rubric in assignment document (rubric graded) |

Scratch Assignment 1:

This is your first Scratch game program. In this case, it presents a group of objects doing various behaviors when the program is started.

Include the following elements:

1. A separate sprite for each letter of your name (5 points)
2. At least 3 different interesting behaviors for the letters in your name (5 points)
3. All the letters have a behavior (4 points)
4. A “when green flag clicked” block (3 points)
5. A “forever’ control block (3 points)

When you have completed and tested your program, call it (your last name)1 and save it.

Upload it to the Google drive in the Scratch1 folder.

This assignment is due on Friday 12/18/2015.

Extra Credit

Have your name reinitialize itself when the green flag is clicked. In other words, all the letters will start off in the right location facing the correct way.

Image of student work:

