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| **UNIT4** |  |  |

# Lesson Days 2-3: Name Project

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| Overview *This lesson provides students an opportunity to practice using the features of Scratch outlined on Day 1 in the context of creating a simple program.*Lesson Summary* *Journal Entry: What do you remember from yesterday? Which blocks are you the most excited to learn about?*
* *Name programs – hiccups were long names or hyphenated names…do you entire name. Kimberly Szadek (no shortcuts)*
* *Encourage students to do more than required*
* *They can use the online version OR the downloaded version (make sure to get the tech department to put it on the image)*

CS Content *The students will be using inquiry to figure out how to start the movement of the Sprites and how to resize and recolor the letters.* |  |  | Objectives**Students will be able to:*** Complete a simple Scratch program.
* Utilize the green flag feature

Materials and Prep* none

Resources**Student Documents*** Name.sb
* Name Sample Rubric (posted on Haiku)

**Code Studio****Video****Assessments**Notes

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