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| **UNIT 4** |  |  |

# 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  |  | | --- | |  | |  | |  | |