



## Lesson Days 2-3: Scratch Name Project

### Overview

Students will create a storyboard outlining a project based on their name. Students will then turn their storyboard idea into a program based on their name.

### Lesson Summary

- **First Activity:** Students will create a storyboard outlining the Scratch Name Project
- **Second Activity:** View *Animate your Name Scratch* video
- **Third Activity:** The teacher will discuss in detail the requirements (Name Rubric) for the project to ensure the students are aware of all the elements needed for the project.
- **Fourth Activity:** Students will develop a simple name project in Scratch. Students can work together sharing elements that they discover with students while completing the project
- **Fifth Activity:** If time permits the students will begin a gallery walk, visiting each students computer.

### CS Content

Scratch programming (sprites, costumes etc.)  
Animate Your Name Video

### Objectives

Students will be able to:

- Complete a simple Scratch program
- Utilize the green flag feature

### Materials and Prep

- Storyboard Template
- Project Rubric

### Resources

#### Student Documents

- *ScratchGettingStarted.pdf*
- name.sb
- Name Sample Rubric
- <http://scratch.mit.edu>

#### Code Studio

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#### Video

- Animate Your Name Video

#### Assessments

- Teacher will circulate the classroom observing and answering questions as needed.

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### Notes

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