



As you work on your challenge reflect on the process and prepare to share your insights with other teachers. This page is for writing down notes. You should capture your responses on the [1 Page Overview Template](#).

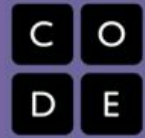
Question & Reflection Notes

What did you enjoy about this lesson?

The students really enjoyed seeing their ideas come to life. This was the first lesson that the students felt like they were really creating a program. I enjoyed seeing them make connections and get excited about what they were doing. The baseball program was great.

What was difficult about this lesson?

It was difficult to keep all of the students engaged because they were at different levels. For some of the students it just made sense and they were able to run with it and others needed help with every click. It was difficult to keep both groups going.

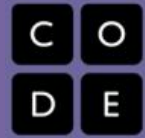


What are you worried about when you use this lesson in class?

I am worried that some students will not buy into it because it seems difficult. My biggest concern is convincing the students to try and not to be afraid to make mistakes.

What resources or materials are needed for this lesson?

The moving and baseball files are necessary for this lesson. There are no extra materials other than computers and the necessary software for this lesson.

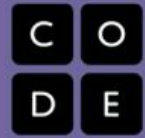


What kind of hands on activities did you use so students would understand how variables and/or conditions work? Share some examples of apps or games students play that use variables and/or conditions that you could make connections with to this lesson?

We did not use variables for this lesson, but laid the groundwork by looking at games like Mario Kart.

Explain the main concept of the lesson.

The main concept of this lesson was to teach students to use movement in their Scratch programs. They learned to use different types of motion and how to create a program. The students move from a simple understanding of the concept of motion to actually applying the concepts.



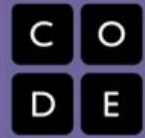
What are some good existing resources for this lesson?

Scratch.mit.edu has some great examples of programs. Students can look at the work of other students to help them understand the intricacies of Scratch. Khan Academy and Codecademy have tutorials for other programming languages that help to enforce the concept of programming.

Why did you create your chosen resource? OR How did you find your chosen resource?

<https://www.youtube.com/watch?v=7P5mXuYe8mw>

I created this YouTube tutorial of the baseball program to help students who may fall behind or if there are absences for this lesson.



How can your extension resource be used?

Students will use the building blocks from this lesson as they continue in programming. Students will be encouraged to build upon the basic baseball program and to continue to make it more intricate and personal. Example videos will be created.

Any other insights about the lesson you wish to share?

I think that this lesson is crucial to understanding and being prepared for the rest of the unit. If necessary teachers should spend extra time at this level in order to make sure that students have a strong foundation.