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| **UNIT4** |  |  |

# Lesson # Day 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**Student Activities:** • Complete journal entry. • Share journal entry responses with the entire class. • Write programs based on their own names. * Students will then go on a gallery walk to see what everyone did with their names

CS Content *KWL**Equity**Inquiry* |  |  | Objectives**Students will be able to:**• Complete a simple Scratch program. • Utilize the green flag feature. Materials and Prep* Name rubric
* Getting started in scratch pdf
* File- name.sb
* Scratch program

Resources**Student Documents*** Name rubric
* Getting started in scratch pdf

**Code Studio****Video****Assessments*** Gallery walk

Notes

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