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| **UNIT 4** |  |  |

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