

Overview: Introduces the concept of starting programs to run at a delayed time (after “waiting”).

Warm-up (5-10 minutes)

Ask students what they remember from last time

Work Through Tutorial As a Class (20 minutes)

- Open the “Waiting” Tutorial

Page 1

- Have students tap the scripts in the script area at the bottom of the screen.
- What happens with each one? What is the difference between the scripts?
- Why do some take/wait longer than others?
- Point out the numbers under each block. Why are these important? (Tied with questions above)

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- Can you program the cat to get on the bus when the bus gets to the bus stop?
- Students should test different times to get the cat to go “up” when the bus doors are alongside it. (you don’t want the cat to get hit by the bus!)
- Tap the bus to move it after the cat “gets on”.
- Students should create programs using the given blocks as a starting point (should not have to program bus).

Page 3 - Explore (20 minutes)

- Have them create their own story with waiting!