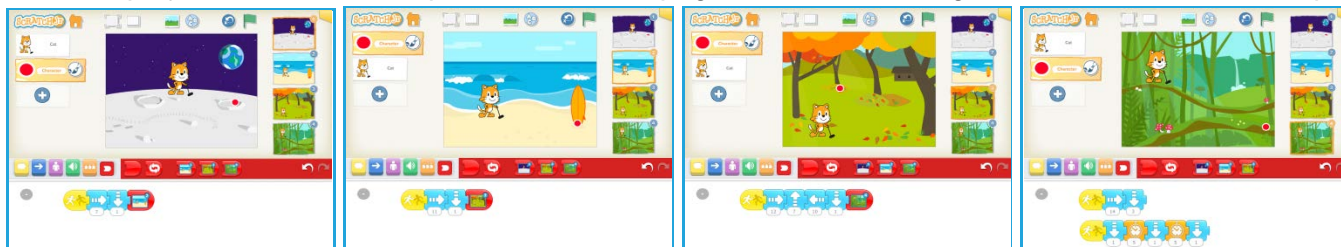




Playground Curriculum Lesson 7: Mini Golf

Additional Pages for Multiple Scenes

In this lesson, students will learn how to make new pages for their ScratchJr stories. This feature is useful for projects that have multiple scenes. Each page has its own background, characters, and scripts.



Discussion (5-10 minutes):

Think of a storybook with multiple pages. If a character goes from home to school, one page might show the character in his or her bedroom at home, and the next page might show the character in his or her classroom at school. Or, if you want the characters to move to a new position on the same background without seeing the intermediate movement, you can switch to a new page.

You could also go to a second page to make it seem as if a character in your story appeared or disappeared at once. You could use the Appear and Disappear blocks for this. These blocks will work well in some cases, such as when a caterpillar turns into a butterfly, or when a frog turns into a prince. But if you want several characters to appear or disappear at the same time, you will need to switch to a different scene.

Mechanics –

1. Making a New Page and Adding or Copying Characters to it (5-10 minutes):
 - Tap on the plus sign on the right hand side of the screen to make a new page.
 - Go back to the previous page and drag existing characters to the new page to copy them.
 - Tap on the new page to select it, and add additional characters.
 - Switch to a new page in a program with the dedicated red end block.
 - Reorder pages by dragging them to another position in the sequence of pages.
2. Edit a character to draw a golf club
 - Tap the paintbrush on the cat character to get to the paint editor.
 - Select the line drawing tool and draw the golf club in the cat's hand.

Self-Directed Work (20 minutes):

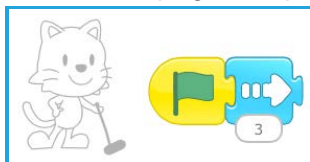
Make a game of miniature golf, where each page is a new challenge in the course.

Or, continue the game of Monkey in the Middle or Sharks and Minnows by showing on a second page how the characters change places when one of the players from the first page is caught or catches the ball. In the Monkey in the Middle game, you could add branching by going to two different pages, depending on which of the side characters threw the ball when it was caught.



Here are scripts that will work for the mini-golf project.

The cat script gets copied to every page:



The script for the ball is different on each page, depending on where you want the ball to travel. On the moon background, we wanted the ball to go into a crater:



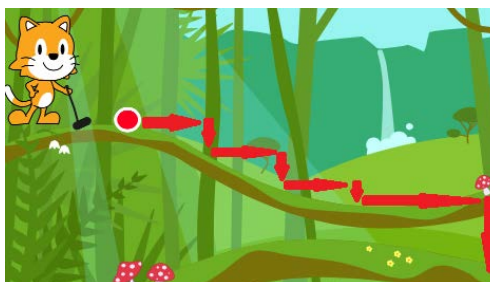
On the beach background, we wanted the ball to bounce off the surfboard and land at its base:



On the orchard background, we wanted the ball to bounce off a few trees and the barn:



And finally, on the jungle background, we wanted the ball to travel on the upper vine and then hit the mushroom and fall down to the vine below:



Wrap-up (5-10 minutes):

Ask students who completed 3 or 4 pages to show their projects to the class and explain what they did. See if anyone changed the order of their pages and ask them to explain why and how they did that.

