

Overview: Introduces the concept of sending a “Message” or letter to another program to get it to start. Different colored Messages allow for conjoining of multiple programs (fairly complex).

Warm-up (5-10 minutes)

Ask students what they remember from last time

Work Through Tutorial As a Class (20 minutes)

- Open the “Messages 1” Tutorial

Page 1

- Have students guess what will happen when the scripts are tapped.
- What is different about the yellow starting blocks?
- Do you see envelopes of the same color anywhere? Discuss difference between “open” and “closed” Messages (one is being sent, another is received). Ask if students have gotten letters in the mail before; liken it to that.
- Tap the scripts in the script area at the bottom of the screen to see what happens.
- How are the programs connected? Which button can you press to get all the programs to run just once? (White, “send” envelope). In what order will the programs run?

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- Can you make the messages the same color so the dog will go to the boy?
- Explore how to change the colors of messages so they will match and run correctly.

Page 3 - Explore (20 minutes)

- Have them create their own story with messages!