

Overview: Reinforces motion and programming more than one character. Introduces Grow/Shrink/Reset Size, Hide/Show, and Start on Tap.

Warm-up (5-10 minutes)

- Ask class what they remember about multiple characters (How do you switch between characters? Can you make them do different things with different programs? How?)
- Review motion blocks
- Show the class the “Start on Tap” button, where/how to use it.

Work Through Tutorial As a Class (20 minutes)

- Open the “Looks and Start on Tap” Tutorial

Page 1

- Have students tap the scripts about looks (as it says on the screen).
- Discuss with the class what each one does
 - Talk about Grow/Shrink/Reset Size, Hide/Show (Disappear/Appear)
- *Tip: have students guess what each button might do before trying them*

Page 2

- Can you make the clouds disappear so Starfish can swim in the sun?
- Students should create programs using the given blocks as a starting point
- Start on Tap should be used, and the clouds are the only characters that need to be programmed.
- Tap Starfish once clouds disappear to see how happy he is in the Sun!

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- Can you make the caterpillar grow as he eats?
- Students should create a program using the given blocks as a starting point

Page 4 - Explore (20 minutes)

- Have them create their own story with Looks blocks!