

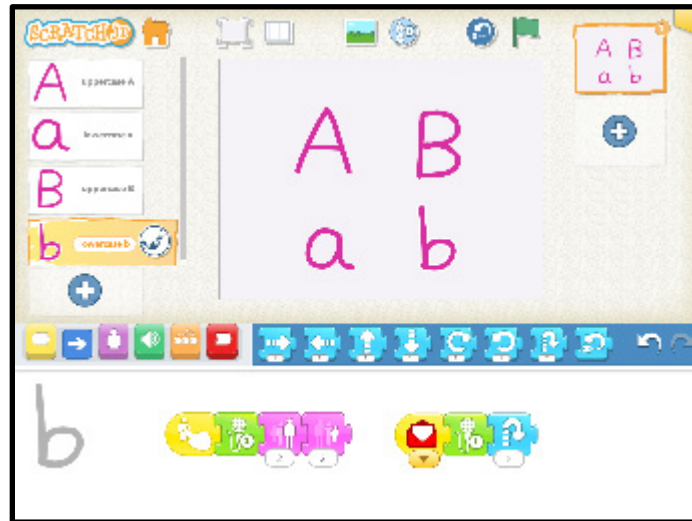


Recognizing and Naming Uppercase and Lowercase Letters Extended version - Using Messaging

Reading Standards: Foundational Skills 1d (Recognize and name upper- and lowercase letters);

Language Standards: Conventions of Standard English 1a (Print upper- and lowercase letters)

CCSS.ELA-LITERACY.RI.3.8: Logical connection between cause and effect

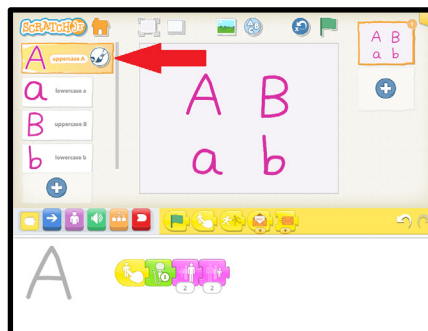
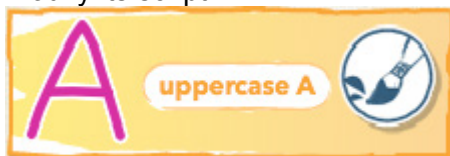


1. **Setup:** Complete the basic version of “Recognizing and Naming Uppercase and Lowercase Letters” including the extension (Step 4) to animate the letters.

2. **Connect uppercase letter to its corresponding lowercase letter.** When the uppercase letter is touched, it will play its recording and do its animations and then send a message to the lowercase letter. When the lowercase letter receives the message, it will play its recording and do its animations.

a. Send a message from the uppercase letter to the lowercase letter:

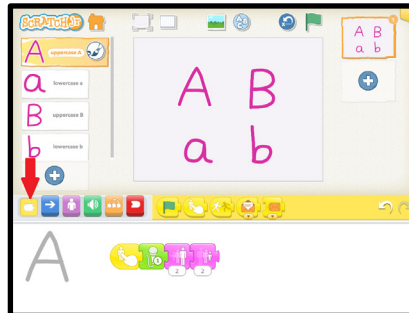
Select the character for one of the uppercase letters so that you can modify its script.



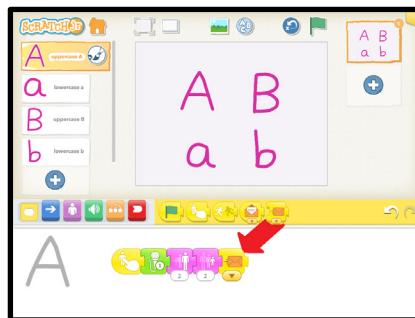


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Select the yellow button from the Block Categories area to reveal the “triggering” blocks.

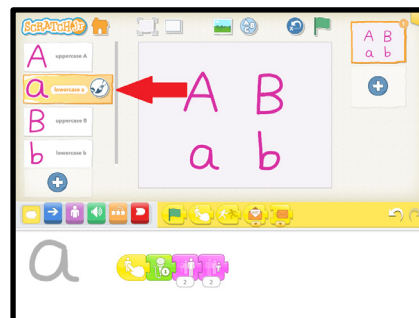


Drag the closed envelope “Send Start Message” block to the Programming Area and snap it into place at the end of the script.



b. Have the lowercase letter play its recording and do an animation when it receives the message sent by the uppercase letter.

Select the character for the corresponding lowercase letter to reveal its script.



Drag the open envelope “Start On Message” block to the Programming Area to start a new script in addition to the one that is already there.





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Select the green button from the Block Categories area to reveal the “sound” blocks.



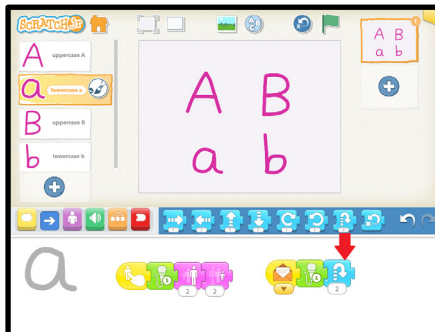
Drag the microphone button with your sound recording to the Programming Area and snap it into place next to the open envelope.



Select the blue button from the Block Categories to reveal the motion blocks.



Add any of the motion blocks to the end of your new script to animate the lowercase letter.

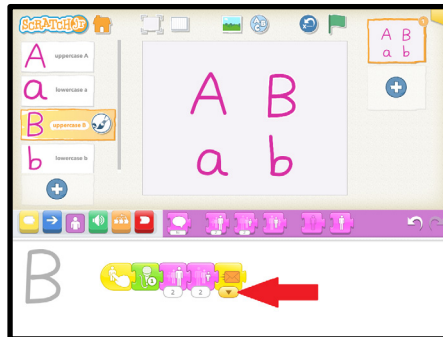




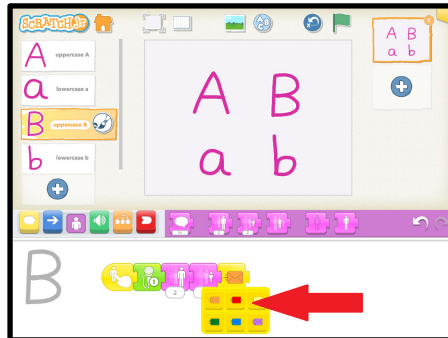
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3. Repeat step 2 for all pairs of uppercase and lowercase letters. Make sure to change the color of the message envelope so that each pair is using a unique color. Because there are 6 possible envelope colors, you may have up to 6 pairs of letters in this project.

To change the color of the envelope, tap the arrow that is at the bottom of the closed envelope block.



Select a color that you have not yet used.



Make sure the corresponding lowercase letter is looking for the same color envelope.

