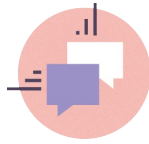


Lesson 4: Dance Off Online



OVERVIEW

In this lesson, students learn how to plan, code, and validate their work by creating a dance off with their sprites on Scratch.

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OBJECTIVES

- I can code a sequence of actions in the order I want them performed.
- I can use the editor, block palette, and stage in Scratch to code my program.



AGENDA

Do Now (5 min) - logging in

- Code Along (15 min): If You Give a Mouse a Cookie
 - Plan - read "If you give a mouse a cookie" instructions
 - Code - code along to the story
 - Debug - add wait blocks to debug
- Code Along (25 min): Dance Off *Plan - write out directions to your dance *Code - code your dance *Debug - add wait blocks to debug
- EXTENSION (15 min): Coding Challenges



VOCAB

- Editor: A program designed for editing computer code by coders.

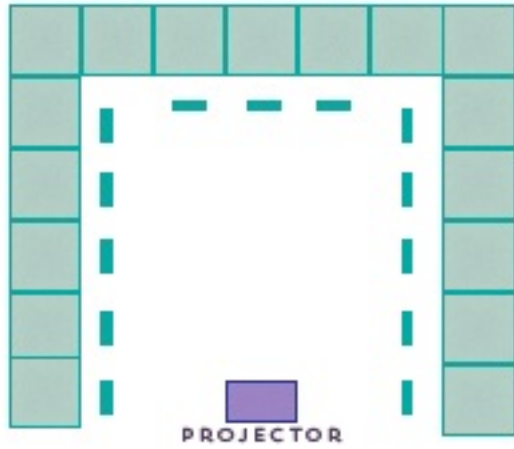


MATERIALS

- Projector

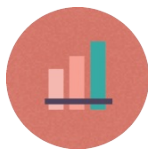
- Idea Journals
- Computers (class set)
- Pencils (class set)

Ideal Desk Setup



Resources

[Powerpoint: Lesson 4](#)



DO NOW



Length: 5 minutes

Prep:

- Computers
- Idea Journals
- Pencils

Teacher Actions	Student Actions
<div>1</div> <p>Circulate room to assist students in logging-in to their Scratch accounts</p> <ul style="list-style-type: none">• If necessary, review the computer usage expectations.	<div>1</div> <p>Students log-in to their Scratch accounts.</p>



CODE ALONG: IF YOU GIVE A MOUSE A COOKIE



Length: 15 minutes

Students code along with the teacher for 15 minutes. Stop the activity at 15 minutes to ensure time for individual coding with the Dance Off activity.


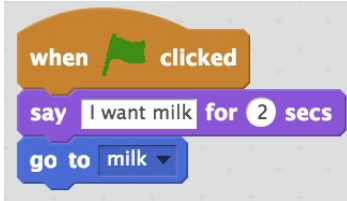
Prep:

- Computers
- Plan Chart
- "If You Give a Mouse a Cookie" book or audiobook Use [this](#) Scratch Project for student code along.

Teacher Actions	Student Actions
<p>1 Read "If You Give a Mouse a Cookie" to students (3 min)</p>	<p>1 Students sit facing teacher, computers closed.</p>
<p>2 Show the step by step plan (2 min) *Ask students to identify connection between a step and what happened in the story.</p> <p>Mouse Will:</p> <ol style="list-style-type: none"> 1. Ask for a glass of milk 2. Go to Milk 3. Ask for a straw 4. Go to straw 5. Ask for a napkin 6. Go to napkin 	<p>2 Students identify that:</p> <ul style="list-style-type: none"> • Steps 1 & 2 are "... it's going to want a glass of milk." • Steps 2 & 3 are "... it's going to ask for a straw." • Steps 3 & 4 are "...it's going to ask for a napkin." • Steps 5 & 6 are "...it's going to ask for a straw." <p>Continue until you feel</p>

7. Look in the mirror
8. Go to mirror
9. Ask for a pair of scissors
10. Go to scissors

Code Along (10 min)

- Setup
 - Navigate to “My Classes”, “Exploring Scratch” studio, and open project “If You Give a Mouse a Cookie”
 - Click the green flag to show that the project doesn’t do anything yet... we need to code it!
 - Click “See Inside”
 - Click “Remix”
 - Re-title your work
- Coding
 - The events block indicates when the sequence should begin:
An orange Scratch block with a green flag icon and the text 'when clicked'.
 - Code the first 2 steps of the plan:
A screenshot of a Scratch script. It starts with an orange 'when green flag clicked' block, followed by a purple 'say I want milk for 2 secs' block, and then a blue 'go to milk' block with a dropdown arrow.
 - Pause to run the program and check it is making sense

students understand the sequence.

- What do you think the next two blocks will be?



- Continue to code and pause to check after every 1-2 lines you add. Check off the plan as you go through it. Every time you re-run it you will need to move the mouse back to its starting point.

3

Check student work.

3

Students turn to their computers and follow the steps in the code along, giving thumbs up when ready for a next step.

- Remind students to:
 - Code the correct sprite
 - Choose the “say for 2 sec” block
 - Move the mouse back to its starting point before re-running the code

Finished program:





CODE ALONG: CHOREOGRAPH A DANCE!



Length: 25 minutes

Students code along with the teacher until they are ready to plan, code, and validate their dance off code.

Prep:

- Idea Journals
- Computers
- Pencils

Teacher Actions	Student Actions
<div><div>1</div><div><p>Plan 3 step dance (5 min)</p><ul style="list-style-type: none">• Introduce activity: “We are going to choreograph a dance for our Sprite.”• Pick 5 dance moves for our sprite to execute (prioritize using the highlighted blocks):<ul style="list-style-type: none">◦ Say◦ Move◦ Turn◦ Think◦ Change size◦ Change color◦ Next costume• Write out the 5 dance moves in order on your planning chart</div></div>	<div><div>1</div><div><p>Students volunteer 5 dance moves from the list to choreograph their dance.</p></div></div>

2 Code Along (10 min)

- Setup
 - Navigate to "My Classes", "Exploring Scratch" studio, and open project "Dance Off"
 - Click the green flag to show that the project doesn't do anything yet... we need to code it!
 - Click "See Inside"
 - Click "Remix"
 - Re-title your work

Code

- We will begin when the green flagged is clicked:



- Drag coding blocks to represent the 3 actions and test code by pressing the green flag

Adjust

- Play with what happens when you change numbers in each block. After each adjustment run the code gain to see how it affected the dance.

Repeat

- 2 Students follow along on their computers as they code the dance for the first sprite.

<ul style="list-style-type: none"> • Copy and paste the blocks using the stamp tool so that it repeats the actions multiple times. 	
<p>3 Students plan and code dances for Khalid (10 min)</p> <ul style="list-style-type: none"> • (2 min) In idea journals have students write out their 5 step dances using the given blocks • (8 min) Students delete the code we have and create their own 	<p>3 Students plan in their idea journals their dance.</p>
<p>4 Share dances (5 min)</p> <ul style="list-style-type: none"> • Click "Share" • Click "Studios" under your project • Click the check mark next to "Dance Off" 	<p>4 Students put their projects into the shared studio</p>
<p>5 Go over norms for viewing peer's work</p> <ul style="list-style-type: none"> • Constructive Feedback: "It would be cool if..." • Positive Speak: Tell someone what you like about their program before giving any constructive feedback • No negative comments 	<p>5 Students read norms and share additional norms they would like their peers to adhere to.</p>

<p>6 Students view their peer's work</p> <ul style="list-style-type: none">• Click "Dance Off" to view everyone's dances	<p>6 Students browse each other's projects in the studio.</p>
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EXTENSION ACTIVITY



Length: 15 minutes

If you have an 60 minute block for class, try this extension activity.

Prep:

- Computers

Teacher Actions	Student Actions
<div>1</div> Students can continue to improve upon their dances	<div>1</div> Lab time
<div>2</div> Or students navigate back to the “Explore Scratch” studio and attempt to solve the 3 challenge projects	