Instructional Day: 4

Topic Description: This lesson describes how to create a dialogue between two sprites by first creating a written

dialogue.

Objectives:

The students will be able to:

• •Develop a dialogue between two or more Scratch sprites.

• •Explain the reasoning behind how their dialogue works. Outline of the Lesson:

• •Gallery walk of name projects (10 minutes)

• •Assignment introduction (5 minutes)

• •Develop dialogue (30 minutes)

• •Student presentations (10 minutes)

Student Activities:

• •Participate in a gallery walk of name projects.

• •Participate and listen to assignment introduction.

• •Develop a dialogue.

• •Present dialogues.

Teaching/Learning Strategies:

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Gallery walk of name projects

o Facilitate gallery walk by giving the students an order or pattern to follow in walking around the

room (dependent on lab). Assignment introduction

o Tell students that they’ll be making a dialogue between two or more sprites. o Have a sample dialogue with a student; for example,

Teacher: Knock-Knock

Student: Who’s there?

Teacher: Juana

Student: Juana who?

Teacher: Juana go write a program in Scratch! Student: Ha ha!

o Make a sample program using only “say \_ for \_ secs” blocks.

o Ask students what was the difference between the live dialogue and the sample program?

(Answer is that in the program they are talking at the same time.)

o Have students help you find the “wait \_ sec” block. Add a few so students can see the sprites

taking turns.

o Show students Dialogue Sample Rubric and tell them that they can create their own dialogue.

They can do their own knock-knock joke, or they can use their creativity. Develop Dialogue

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o Circulate room and help students.

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•Student presentations

o Have students volunteer to present their dialogues for the entire class.

Resources:

•Dialogue Sample Rubric

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Dialogue Sample Rubric

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Do you have?

Points Possible

Yes

No

Points Earned

Have 2 or more sprites talking in dialogue.

4

Have 3 or more sprites talking in dialogue.

5

All the sprites are polite and they take turns talking

4

Each sprite says at least 3 things.

3

The conversation starts “when green flag clicked”

4

Extra Credit

Have 4 or more sprites talking in dialogue

2

TOTAL:

20