Exploring Computer Science—Unit 4: Introduction to Programming 140

Instructional Days: 2-3

Topic Description: This lesson provides students an opportunity to practice using the features of Scratch

outlined on Day 1 in the context of creating a simple program.

Objectives:

The students will be able to:

• •Complete a simple Scratch program.

• •Utilize the green flag feature. Outline of the Lesson:

• •Journal Entry (5 minutes)

• •Class discussion of journal entry (15 minutes)

• •Name programs (90 minutes)

Student Activities:

• •Complete journal entry.

• •Share journal entry responses with the entire class.

• •Write programs based on their own names.

Teaching/Learning Strategies:

• •Journal Entry: What do you remember about Scratch from yesterday? What do some of the blocks do?

• •Class discussion of journal entry

o Allow students to share their responses.

o In the process, make sure to review concepts needed to finish the name project.

o Review rubric for name project.

o Tell students that they will do a gallery walk of the projects at the beginning of tomorrow.

•Name programs

o Students write programs based on their own names.

o Teacher circulates room checking progress and answering questions. o Before time is up, remind students to save their work.

o Remind students that Scratch is free to download at scratch.mit.edu.

Resources:

• •ScratchGettingStarted.pdf (scratch.mit.edu)

• •name.sb

• •Name Sample Rubric

• •http://scratch.mit.edu

Version 4.0