**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
  + Allow students to share their responses.
  + In the process, make sure to review concepts needed to finish the name project.
  + Review rubric for name project.
  + Tell students that they will do a gallery walk of the projects at the beginning of tomorrow.
* Name programs
  + Students write programs based on their own names.
  + Teacher circulates room checking progress and answering questions. o Before time is up, remind students to save their work.
  + 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