

PYKIDS ED SCRATCH - LESSON 1

PRE-K - K

Showtime....

- See what scratch do to

What is a program ?

- A recipe – step by step
- Bake a cookie program
 - ▣ Buy the cookie mix
 - ▣ Make the dough
 - ▣ Preheat the oven
 - ▣ Put the dough on a cookie tray
 - ▣ Put in the oven
 - ▣ Bake
 - ▣ Eat !!!



Lesson 1 – Plan



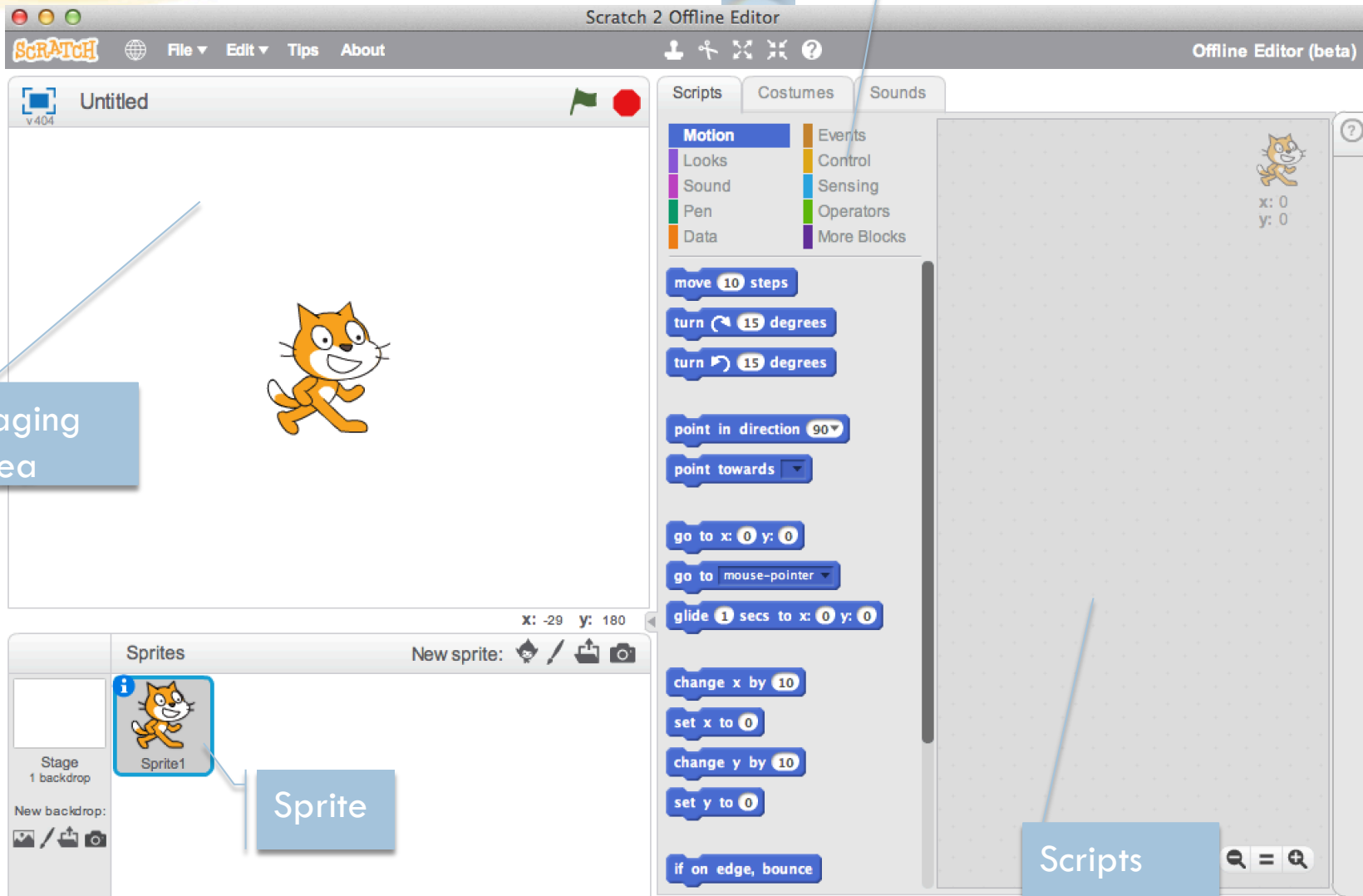
- Intro to Scratch
 - Lots of fun!
- Programming concepts
 - Events
 - Actions
- Ease of use
 - Mouse
 - Drag and Drop

Scratch – Intro

Click on the scratch icon



Blocks



Exercise 1



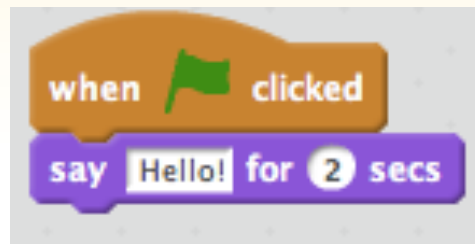
- Make the cat say 'Hello'
- Hint: Use 'Events' and 'Looks'



Exercise 1



- Exercise 1 solution



Exercise 2



- Make the cat walk 40 steps and then turn
- Hint: Use 'Events' and 'Motion'



Exercise 2



- Exercise 2 solution



Exercise 3



- Make two sprite's talk – Cat says 'Meow', Dog says 'Bow wow'

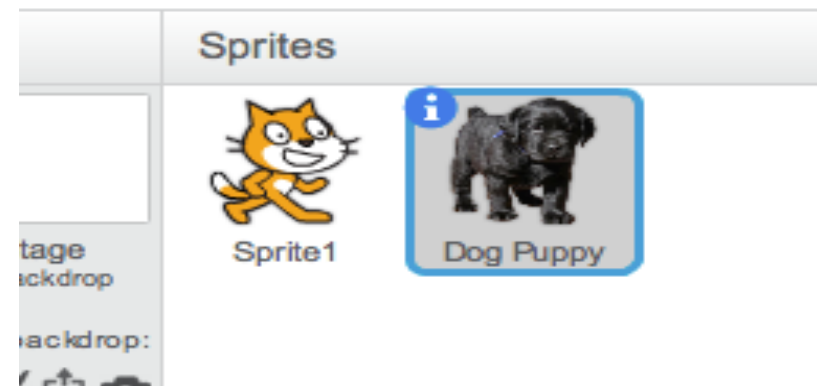


Exercise 3



- Exercise 3 – solution
- Add a new ‘sprite’

New sprite:    



Exercise 3

Exercise 3 – solution

Scratch v404 interface showing the solution for Exercise 3.

Stage: Displays the Cat sprite and the Dog Puppy sprite. The Dog Puppy sprite is positioned at x: 240, y: -39.

Sprites: The Sprites panel shows the Cat sprite (Sprite1) and the Dog Puppy sprite (Dog Puppy).

Scripts: The Scripts panel shows the following code blocks:

- when green flag clicked
- when space key pressed
- when this sprite clicked
- when backdrop switches to backdrop1
- when loudness > 10
- when I receive message1
- broadcast message1
- broadcast message1 and wait

Events: The Events panel shows the following code blocks:

- when green flag clicked
- say BowWow! for 40 secs

Costumes: The Costumes panel is empty.

Sounds: The Sounds panel is empty.

Lesson 2 Plan



- Programming Concepts
 - Sounds
 - Control
 - More Events ...
 - More Actions ...