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NAME:	http://tinyurl.com/scratchmodule1primary
AGE:	http://tinyurl.com/scratchmodule3primary http://tinyurl.com/scratchmodule4primary http://tinyurl.com/scratchmodule5primary
START DATE:	

Comprehensive set of teaching materials to introduce Scratch to primary level students. The materials consist of 10 modules with step by step lesson plans and other resources.

MODULE 1

UNDER THE SEA

- Create an animation incorporating movement and images.
- Create an animation of a natural habitat

CHECKS

- Watched 'Getting Started with Scratch' and at least one introductory tutorial https://scratch.mit.edu/help/videos/#Introductory Tutorials (as needed)
- Experimented with moving left and right Completed Challenge Time 1
- Experimented with moving sprites up and down
- Completed Challenge Time 2
- Completed Ultimate Challenge

MODULE 2

IN THE JUNGLE

- Use xy coordinates to move sprites on the stage.
- Create an animation incorporating movement and images.
- Create an animation of a natural habitat.

CHECKS

- Completed Glide Activity Completed Challenge Time 1
- Experimented with turn blocks Completed Challenge Time 2
- Completed Ultimate Challenge



MODULE 3

UNDER THE SEA

http://tinyurl.com/scratchmodule3primary

- Alternate between different sprite costumes, incorporating time and motion.
- Import and record sounds to use in their Scratch projects

CHECKS

- Completed Costumes Activity Completed Challenge Time 1
- Completed Music Activity Completed Challenge Time 2
- Completed Ultimate Challenge

MODULE 4

A CARTOON ABOUT ME

http://tinyurl.com/scratchmodule4primary

- Import pictures from the computer and the Internet into Scratch.
- Use images, sounds and movement to create a personal profile.

CHECKS

- Explored issues around Internet safety lessons http://www.webwise.ie/
- Saved an image from the internet to a folder Imported image to scratch
- Completed Challenge Time 1
- Completed Ultimate Challenge

MODULE 5

IN THE GARDEN

http://tinyurl.com/scratchmodule5primary

- Use the Pen blocks to create 2D shapes.
- Use lines and angles to create images.
- Use repeats to draw an image.

CHECKS

- Completed Drawing Shapes activity Completed Challenge Time 1
- Completed Repeats and Patterns activity Completed Challenge Time 2
- Completed Ultimate Challenge