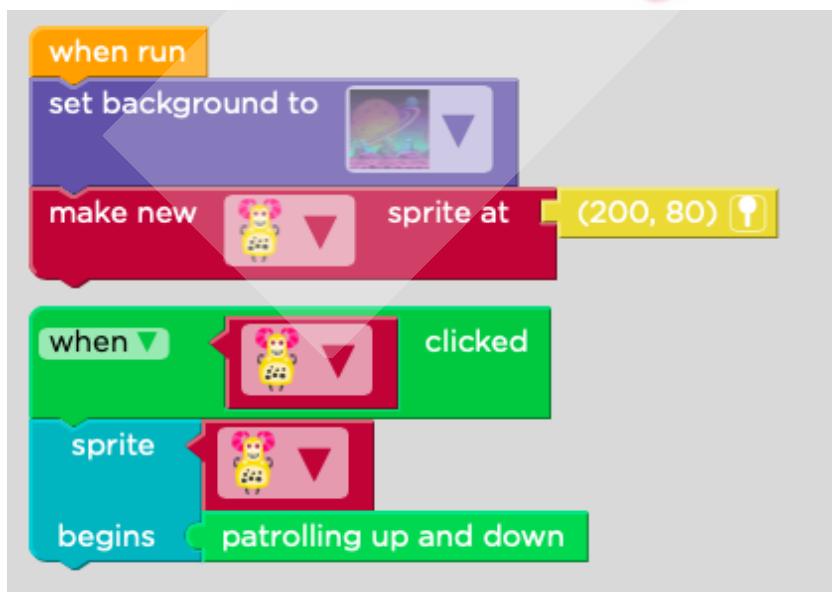


Topic	PROFESSIONAL ANIMATION				
Class Description	Applying Events & Behavior to create deep character-driven narratives. Kids develop tremendous creator confidence by applying code to control objects and characters on screen.				
Class	<b>ADV-C7</b>				
Class time	<b>55 mins</b>				
Goal	<ul style="list-style-type: none"> <li>● Animate objects by controlling their behavior through code.</li> </ul>				
Resources Required	<ul style="list-style-type: none"> <li>● Teacher Resources             <ul style="list-style-type: none"> <li>○ Use your Code.org login credentials</li> <li>○ Earphone with mic</li> <li>○ Notepad and Pen</li> </ul> </li> <li>● Student Resources             <ul style="list-style-type: none"> <li>○ Use your Code.org login credentials</li> <li>○ Earphone with mic (optional)</li> <li>○ Notepad and Pen</li> </ul> </li> </ul>				
Class structure	<b>Warm Up</b> <b>Teacher-Led Activity</b> <b>Student-Led Activity</b> <b>Wrap Up</b> <b>Project pointers and cues</b>		<b>5 mins</b> <b>10 mins</b> <b>30 mins</b> <b>5 mins</b> <b>5 mins</b>		
<p><b>The Teacher should install an NOX Player emulator if it's not installed before the class for demoing the app to the student. Steps for installing the NOX Player emulator are mentioned in Teacher Reference Activity 3</b></p>					
<b>WARM UP SESSION - 5 mins</b>					
<p> <b>Teacher starts slideshow</b> from slides 1 to 17. Refer to speaker notes and follow the instructions on each slide.</p>					
<p> <b>TEACHER ACTIVITY</b> - 10 mins</p>					
<b>Teacher Initiates Screen Share</b>					

Say	Do
<p>As always, I will do a few coding activities for you to get started and then you will follow up with the rest.</p> <p>In coding terms, all the inanimate or non-real characters and objects which we'll bring to life using animation are called <b>Sprites</b>.</p> <p><b>Sprite</b> is any character or object on the screen that can be moved and changed.</p> <p>Here is a sprite called Alien!</p> <p>Sprite has properties, such as Name, Costume and Location, which you can set.</p> <p>We can alter the size of the Sprite using the 'Set Sprite' block.</p> <p>Sprite behaviour can also be controlled and set.</p> <p>Let's understand how the code works.</p> 	<p>Ask the student to get into <b>Fullscreen</b> mode.</p> <p>Explain these activities to the student while doing.</p> <p><a href="#"><u>Teacher Activity 1-ALIEN PARTY</u></a></p> 

When we Run the code the **background** is set to a sci-fi movie scene.

**Make a new sprite** block is used to create a sprite named with costume **alien** at location on screen. You can change



sprite's **location** by clicking  on the code block, which will show up the canvas. Click on the canvas where you want your sprite to be placed.

The next block sets the **behavior** of the sprite **Alien Sprite** on “**click**” event so that when Alien Sprite is clicked, it starts **patrolling up and down**.

So this code creates an alien sprite and gives it a behavior when the alien is clicked.

Now can you tell me what will happen when I run the code?

Look closely at the code below. What will happen after you click "Run"?

- A. Nothing will happen.
- B. The alien will begin patrolling from right to left.
- C. The alien will begin moving up and down on the screen.
- D. The alien will disappear off the top of the screen.

Great!

Click on the  icon and change the location of the sprite to help the student to understand.

Solution:

Right answer is **C**

Look closely at the code below. What will happen after you click "Run"?

- A. Nothing will happen.
- B. The alien will begin patrolling from right to left.
- C. The alien will begin moving up and down on the screen.
- D. The alien will disappear off the top of the screen.

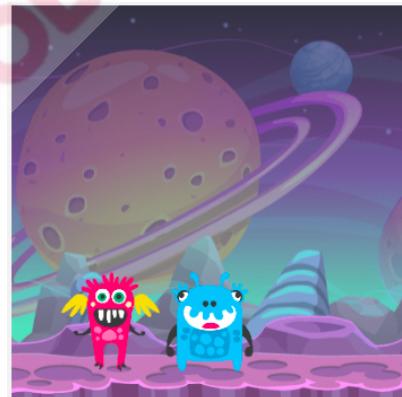
We can control and change the animation for **Alien Sprite** by giving it a different behavior.

Let's see how in our next activity.

Press **Run** then Click on the **alien** to see how it behaves according to the code;  
Click **Finish**

**Continue**

[Teacher Activity 2-ALIEN PARTY](#)



Solution for Activity 2:

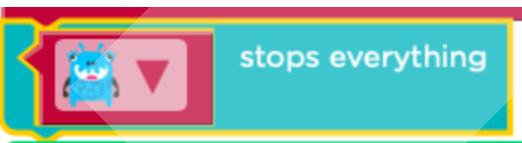
1. Click on  block and press **Delete**.
2. Now go to the **Behaviors** tab on the left and select **spinning right**.

Sprites  
Behaviors  
Events  
Comments

spinning right [edit](#)



Remember that even if the event is called only once, the behaviour will continue until you tell it to STOP. To Stop you need to use the blue '**stops everything**' block.



 Teacher starts slideshow from slides 18 to 21.  
Refer to speaker notes and follow the instructions on each slide.

 Teacher Stops Screen Share

 STUDENT ACTIVITY - 30 mins

Now it's your turn.

- Ask Student to press ESC key to come back to panel
- Guide Student to start Screen Share
- Teacher gets into Fullscreen

### Student Initiates Screen Share

**Say**



**Do**



Now, your aim is to create an interactive alien dance party using objects with interactions between characters, based on the user interaction or the user input.

Adhering to good programming practices we learnt from class 1, we have the following things we should follow:

**Step 1:** Define a purpose. Our Purpose here is to create various interactions using alien characters to generate an Alien Dance Party animation..

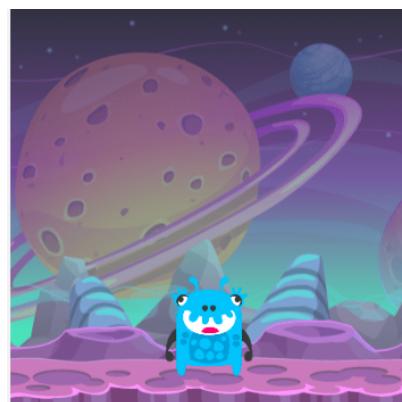
**Step 2:** Design according to the purpose. For this exercise, we need to create 3 alien objects with varying costumes and 'Click' events defined for responding to user interaction with dance behaviour.

**Step 3:** Write code corresponding to design element requirements.

As you can see, the background is already set and one character is already added. We need one more character so what do we do

Our code should create a new object by using the "Make New Sprite":and give it a costume of any Alien and give it some default behaviour.

### Student Activity 1-ALIEN PARTY

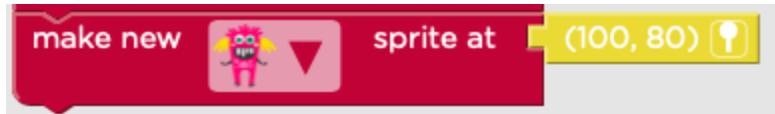


We can create new behaviours, but for now, we are going to use the behaviours which are already in the menu.

### Solution

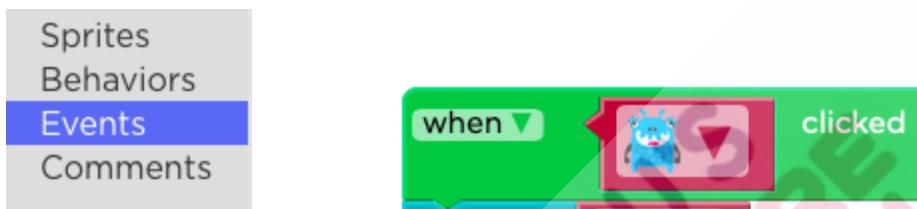


For creating a new sprite click  and drag and drop this block



For setting a behavior for each alien when it is clicked:

First click on **Events** to drag **when alien clicked** for each alien block you must have 1 such block - one for each alien.



Then click on  and drag the behaviour you want.

So for adding behaviour follow the above pattern



Alien behaviour = Spinning right

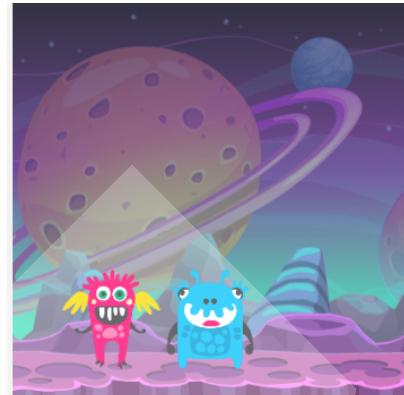


Alien behaviour = Wandering

So, we have created 2 alien characters with the desired behaviour.

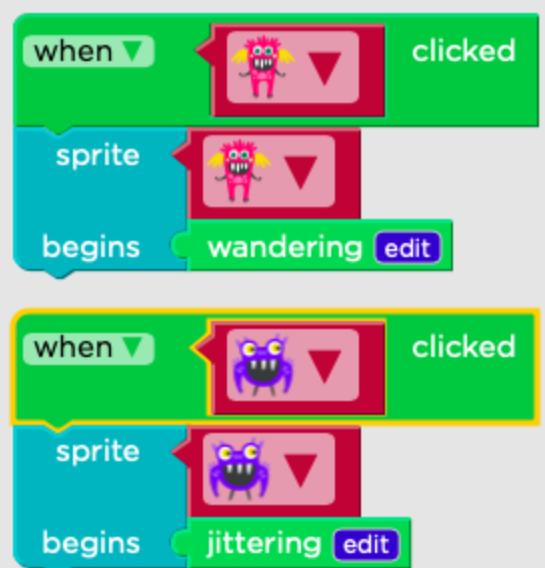
Now, let's create one more character so that we'll have a dance crew for our dance party. Follow the same steps for creating a new sprite alien. And choose a different costume and behaviour.

### [Student Activity 2-ALIEN PARTY](#)



Solution:





After creating sprite if you want to change the sprite position click on  from -



Behaviour of new sprint:

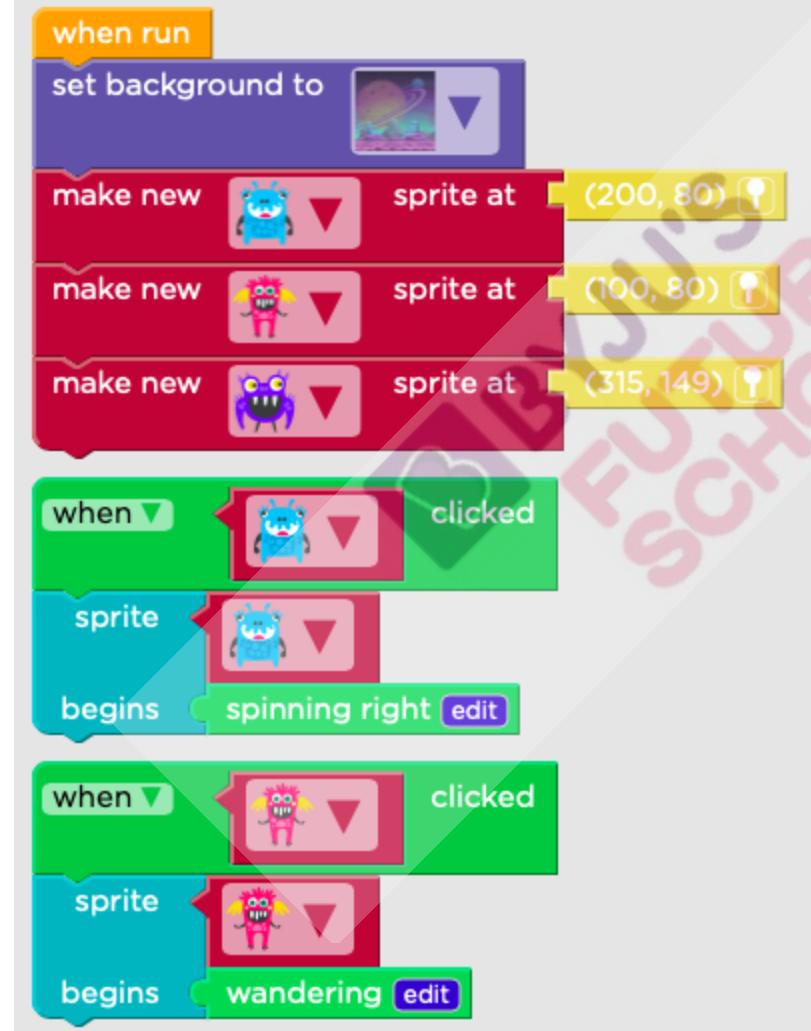


Alien behaviour = jittering

Keeping our aim in mind, now we will create an alien dance party by adding colors.

Let us code as shown below.

### [Student Activity 3-ALIEN PARTY](#)



```

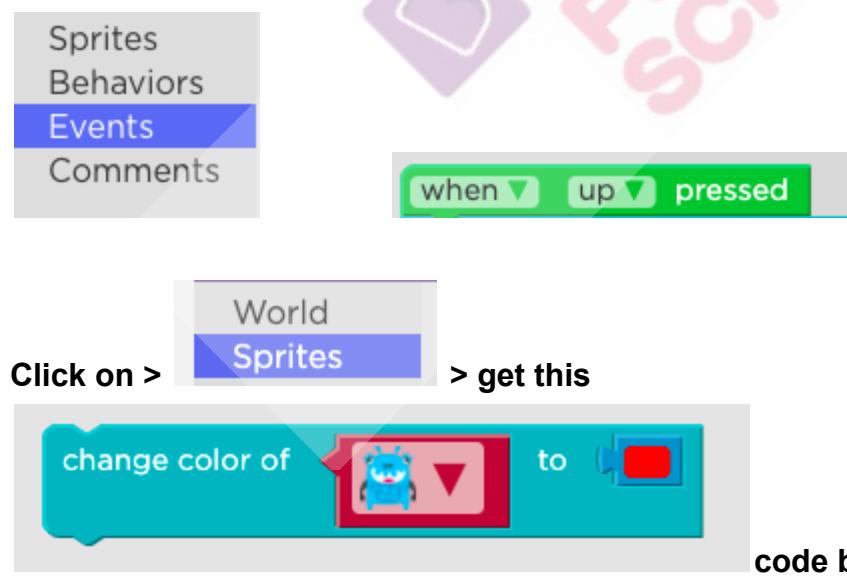
when run
set background to [space v]
make new [blue monster v] sprite at [200, 80]
make new [pink monster v] sprite at [100, 80]
make new [purple monster v] sprite at [315, 149]
when [blue monster v] clicked
sprite begins spinning right
when [pink monster v] clicked
sprite begins wandering

```





When the up arrow key is pressed we are supposed to change the color of each alien for this click on the **Events** to drag the “when up pressed” block.



You must have 3 such blocks - one for each alien.



Alien = Red



Alien = Yellow



Alien = Green



Okay.

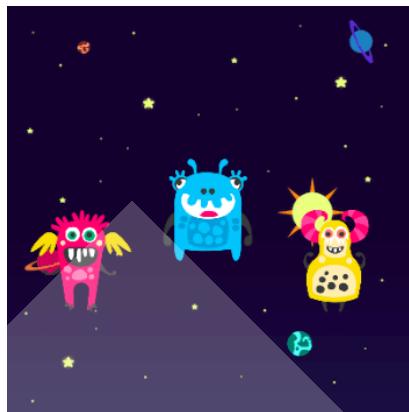
Step 4: Run the code you have written.

Now we are ready to see our aliens dancing. Let us click Run and click on each alien to see its behavior.

Run and Click each alien to see its behavior.

These aliens are running wild! Let's calm them down.  
Add an event that makes each alien stop moving after 5 seconds.

#### [Student Activity 4-ALIEN PARTY](#)



Add the following code blocks.

```

when run
set background to [space v]
make new [blue alien v] sprite at [200, 200]
make new [pink alien v] sprite at [75, 150]
make new [yellow alien v] sprite at [325, 150]
sprite [blue alien v]
begin [jittering v]
sprite [pink alien v]
begin [patrolling v]
sprite [yellow alien v]
begin [wandering v]

```



From events you will get  
So set the seconds to 5.

**Events**

Blocks

at [3 seconds v] seconds



A Scratch script with a single green 'when green flag is clicked' hat, followed by an 'at [3 seconds v] seconds' control block, which then triggers a 'stop everything' behavior block. This represents a single alien sprite.

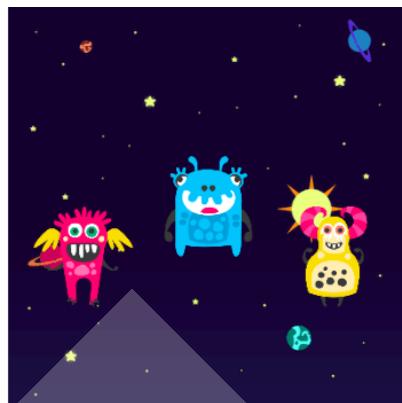
And this code block you will get from

**Behaviors** for stopping the sprite.

Let's make one of alien sprite stop dancing  
when the it touches the other alien sprite

### [Student Activity 5-ALIEN PARTY](#)

Here we are setting an event for one character that triggers an action on the other character.

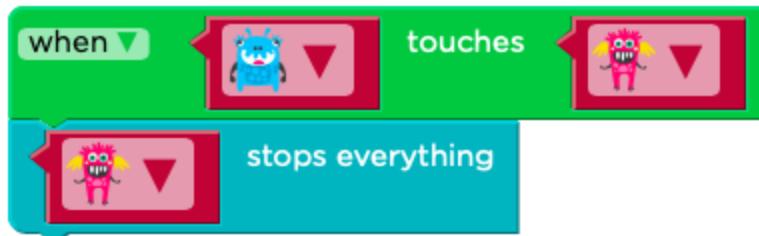


Solution:

```

when run
set background to [space v]
make new [blue monster v] sprite at [200, 200]
make new [pink monster v] sprite at [75, 150]
make new [yellow robot v] sprite at [325, 150]
sprite [blue monster v]
begin jittering
sprite [pink monster v]
begin patrolling
sprite [yellow robot v]
begin wandering

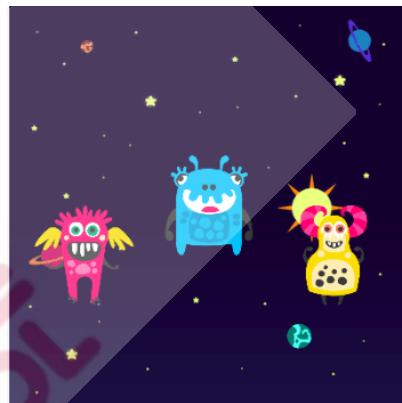
```



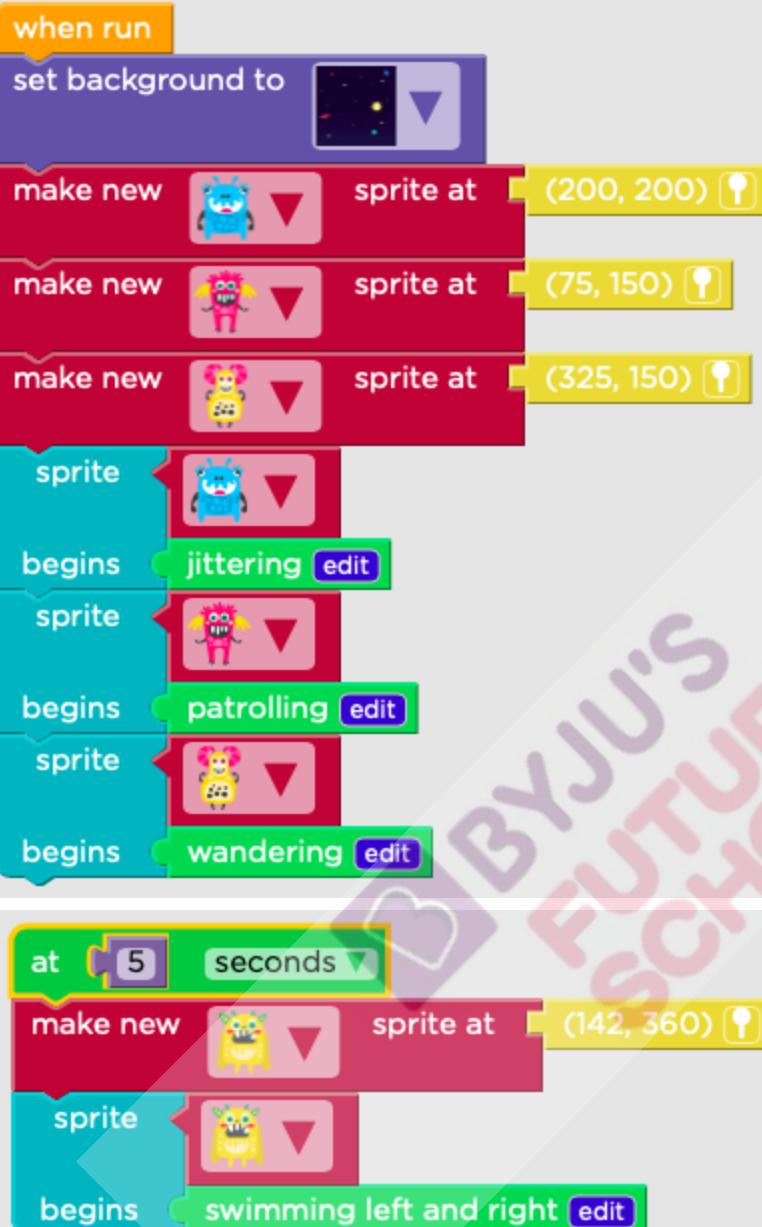
Now here we have three objectives

- **Objective 1:** After 5 seconds a new sprite  should be created and set a desired behavior.
- **Objective 2:** When any of the four sprites touches each other, those sprites' behavior should be interchanged.
- **Objective 3:** And when any one of the sprite is clicked stop that sprite

#### [Student Activity 6-ALIEN PARTY](#)



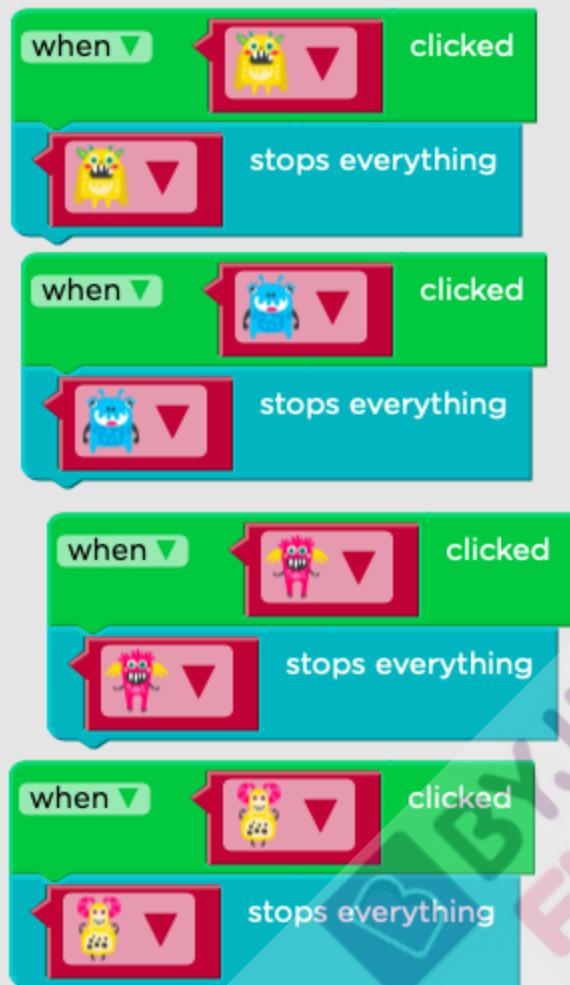
#### **Objective 1**



## Objective 2



**Objective 3:**



Great!

**NOTE: Please use an android phone for testing. In the worst case scenario, use an NOX player emulator on windows and IOS laptops/desktops.**

**DO NOT USE IPADS AND TABS.**

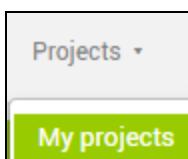
Now let's complete our My Profile app:

1. Visit the site: <https://appinventor.mit.edu/> and login.
2. Click on the **My projects** option under the **Projects** section, to see your projects. Open the previous project in which you uploaded your profile picture and hobbies.

Download aia file from  
[Student Module Activity 7](#)

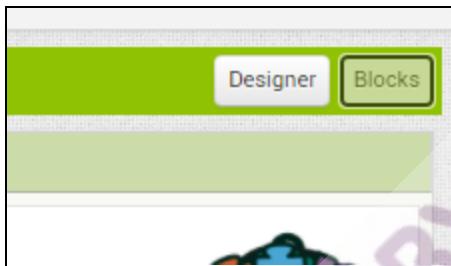
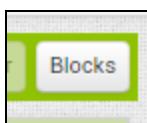
Open [MIT INVENTOR](#) and login.

Click on the **Projects** and select **Import project (aia)** option:

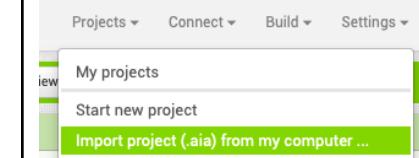


Today we will write your bio in the text to speech blocks.

3. Click on the **Blocks** to see the code of the app:



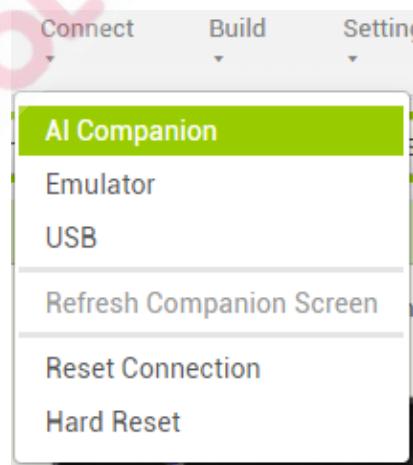
You see there are code blocks that help to do text to speech. So, we will write your bio here so that when the app is opened, the text to speech feature will speak out whatever is written in the block.



Import the downloaded aia file.

Live testing:

Keep your NOX emulator open and open the MIT AI2 Companion application in it. For Live Testing the app click on the **Connect** option and then selecting **AI Companion**:



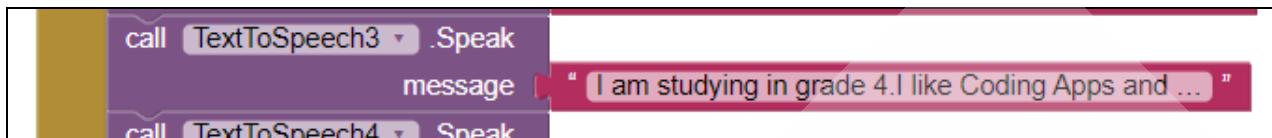
A QR code and 6 digit code for testing the application will come.

In the emulator write this 6 digit code and click on 'connect with code' button

1. Change *Mike Flint* to your name:



2. Change the grade, if you are not in 4th grade. If you have different hobbies, change the hobbies mentioned here:



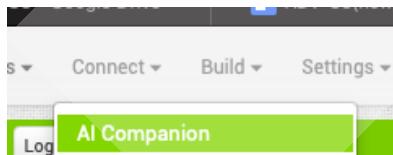
3. Update the hobbies here as well, if you have more than one:



4. Change this email address to your email address:



5. For testing the app, click on **Connect** and select **AI Companion** option:



A barcode will appear.

6. Scan this barcode in the app, which you downloaded on your android phone.
7. Then do a live test and showcase the app.

### **NOTE -**

In the worst case, seniors if the student doesn't have an android phone to test the MIT app then guide the student on how to download and test MIT apps on the NOX player emulator.

Teacher Should go through [Teacher-Reference-Activity-3](#) before class so that she can guide the student on how to download and test the MIT apps on the emulator.

Now we need to download this app and install it on your parents' phone to test how it works.

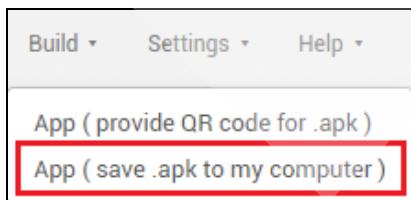
You can generate an aia file OR apk.

- aia file is generally generated when you want someone to look at your code and design. For testing or debugging purposes.
- apk file is generated when you have completed the app and you want to send it to people for them to use it.

As we have completed the app we will generate an apk file.

For generating an apk file click on **Build** on the top-left corner of your screen and select **App ( save .apk to my computer )**:

**NOTE - The student has to have an android phone for testing this apk on their phone, because iPhone doesn't support apk file.**



This will generate a link and QR code.

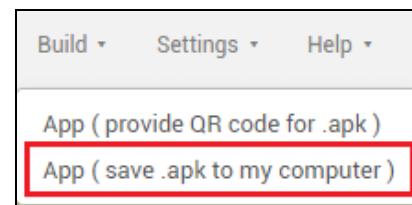
Using this link you can install the app on your phone. But remember it's apk file and only works on android phones.

**It is okay if the student writes only a few lines of bio in the text to speech blocks.**

**Teachers should focus more on installing the app on parents' phones as this bio can be updated in upcoming classes also.**

Teacher should open the link and click on Download.

This will download the app.



- **Download apk:** This will generate a link and QR code. Using this link you can install it on your phone

## SHARE THE APP

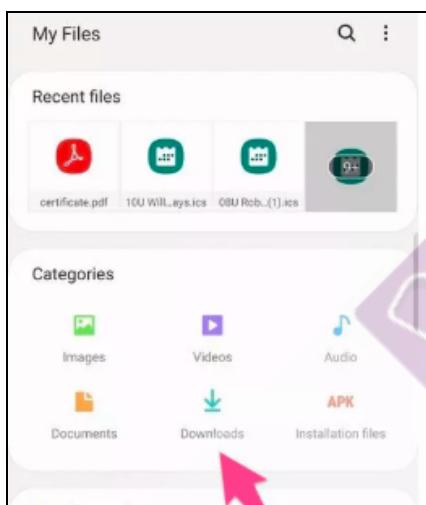
The teacher should use Whatsapp web to share the link of students' apps with

Now you share this link with me on WhatsApp, chat or gmail.

Can you quickly get your parents' phone?

Okay I have sent the link on your parents' whatsapp number. Can you get your parents' phone, install it ?

1. **Open whatsapp** and click on the link which I sent.
2. Once the apk file is downloaded, open **gallery or file manager** and locate your apk file in **downloads or apk files section**. Open it to install your My Profile App.



Wow! Well done your app works perfectly well.

Excellent!

Great! So now you are an app developer!!

Software developers, when they build any software, usually share it with their friends to get feedback or suggestions on software.

**This is called BETA Testing. It means Testing the app**

the parents.

<https://web.whatsapp.com/>

If the app doesn't install, guide the student to take the following steps and then install.

**Enabling installation of third party apps on an Android™-based smartphone:**

1. Navigate to your phone settings menu then to the security settings.
2. Enable the Install from Unknown Sources option.
3. Locate the Downloaded APK file in Mobile's File Manager and open it to begin the installation process.
4. The app should safely install.

with a very small group of people such as colleagues, friends and family by asking them to use your software and report any bugs or suggestions.

So your task will be to do a BETA Testing of your My Profile app by sharing it with at least 5 friends and asking them to install it on their phones and getting the feedback on whether they liked the app or not.

You can ask your parents to send this app to your friend's parents on whatsapp or via email.

I will ask you about your friends' feedback in the next class and we will try to work on it together.

#### Teacher Guides Student to Stop Screen Share

#### WRAP UP SESSION - 5 mins



Teacher starts slideshow from slides 22 to 27.  
Refer to speaker notes and follow the instructions on each slide.

#### FUN STUDENT ACTIVITY

- Ask the student to press the ESC key to come back to the panel.
- Guide the student to start Screen Share.
- Teacher gets into Fullscreen.

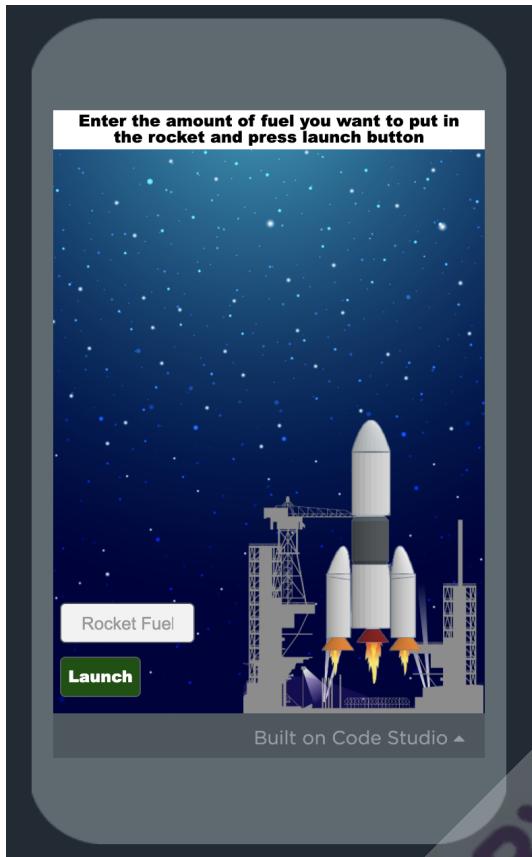
#### Student Initiates Screen Share

Shall we begin with today's fun activity where we will launch our rocket?

[Student Activity 8-ROCKET LAUNCH](#)

Do you remember in the previous class C6 we saw a 3D ROCKET DESIGN.

So today we will be using the same rocket but in 2D form and launch the rocket.



*Ask the student to open the link for student activity 8.*

Your job is to add the right amount of fuel which should be sufficient to launch the rocket. If the fuel becomes 0 or lesser than 0 then the rocket will start descending.

Isn't this an amazing game, where the user has to decide the parameter and as per user input, our rocket sprite will behave accordingly?

I am excited to see such amazing games created by you, further in the course.

Great!

Let's move ahead.

**Student Stops Screen Share**

**DID YOU KNOW, UPCOMING CLASS, AND PROJECT POINTERS - 5 Mins**



**Teacher starts slideshow** from slides 28 to 30.  
Refer to speaker notes and follow the instructions on each slide.

### Teacher Initiates Screen Share

**Say**



**Do**



#### **Project Name: [HEALTHY AND JUNK FOOD](#)**

#### **Goal of the Project:**

Today, you learned about creating sprites, using events, and giving behaviour to the sprite.

In this project, you will have to practice and apply what you have learned in the class and help JoJo categorize food into healthy food and junk food.

#### **Story:**

Jojo is very excited to go to his friend's birthday party. He is going to meet and play with his friends after a long time. JoJo's mother has told him to eat only healthy food and not to eat junk food at the party.

Can you help Jojo figure out which is junk food and which is healthy food?

**The project will take only 30 minutes to finish. You can try and finish it immediately after this class.**

I am very excited to see your project solution and I know you will do really well.

We have a little surprise for you in the next class. It's the Capstone class!

**Note: You can assign the project to the student in class itself by clicking on the Assign Project button which is available under the projects tab.**

Open the Project Solution link and demo the project to the Student.

We will design and code the Ball Bounce game to enhance its gaming experience.

Please ask your parents to join the class.

Bye Bye!

**Teacher Stops Screen Share**

 **End Class**

**Teacher Clicks**

### **Additional Activities**

#### **STUDENT ADDITIONAL ACTIVITY**



**Teacher starts slideshow**  **from slides 31 to 35.**

Refer to speaker notes and follow the instructions on each slide.

### **Student Initiates Screen Share**

**Say**



**Do**



Let's try some more additional activities.

[Additional Activity 1-FISH TANK](#)

```

when run
make a new sprite
called dusty ▾
with costume
at (300, 99) [keyhole]
sprite dusty
begins spinning right [edit]

```

### [Additional Activity 2-FISH TANK](#)

Workspace

```

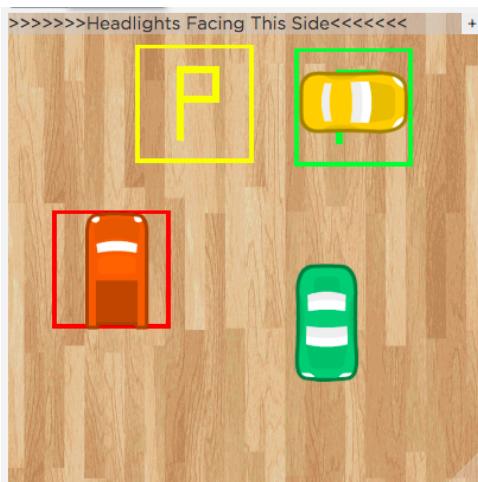
when run
set background color [cyan]
make a new sprite
called dusty ▾
with costume
at (300, 99) [keyhole]
sprite dusty
begins swimming left and right [edit]
make a new sprite
called Fish2 ▾
with costume
at (100, 300) [keyhole]
sprite Fish2
begins spinning right [edit]

```

We will be doing additional activities in the sprite lab, so that you get a better learning of directions.

Need to park the **red** car on the red parking spot with the headlights facing north.

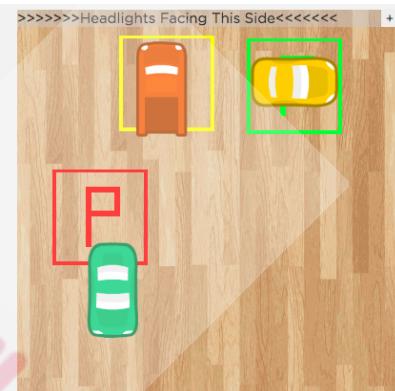
Output will look like as follows:



### Additional Activity 3-Parking

#### Puzzle 1

Click  to start coding.



**Given code:**

```
when run
set background to court
Parking
move mySprite 10 pixels North
```

1. First we need to move the green car away from the red parking spot.
2. Click on mySprite block:



3. Select green car sprite, and move 100 pixels to East like this:



This code will result in moving the green car away from the red parking spot.

- Now write code for getting the red car on the red parking spot. First click on Sprite:



- Drag and drop the move block like this:



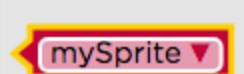
- Now remove the sprite, by clicking on it and pressing the delete button OR by dragging it to the left:



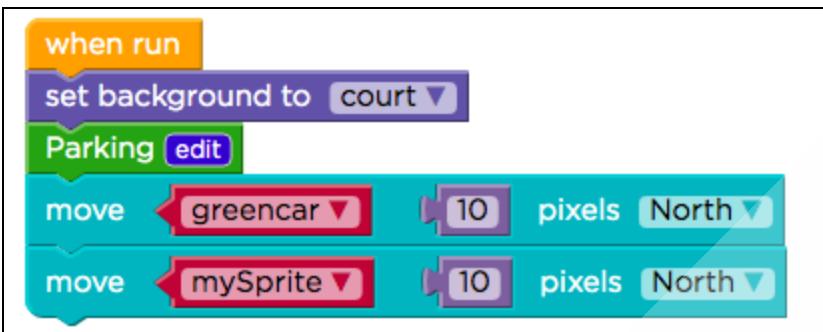
- Click on the Sprites tab:



- Drag the **mySprite** block:



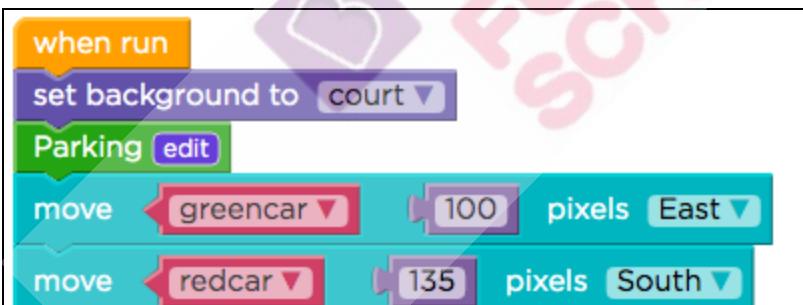
9. Drop it inside the move block like this:



10. Now, click on mySprite block:



11. Change it to redcar and move 135 pixels to south like this:



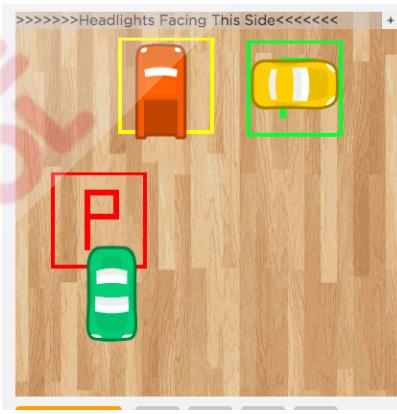
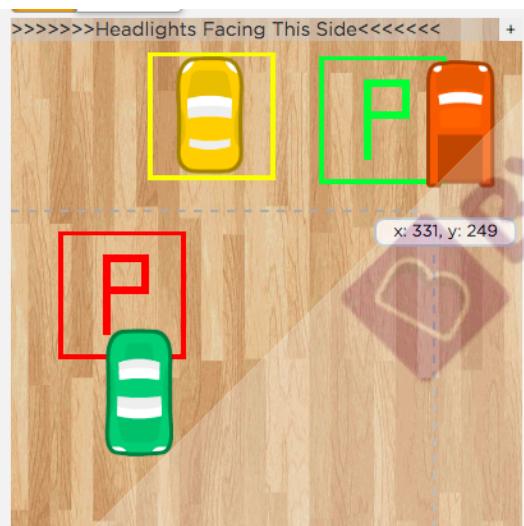
12. Now perform the same task as we did above and move the red car 60 pixels to the west.

**Solution For AA 3:**

```
when green flag clicked
  set background to [court v]
  Parking [edit v]
  move [greencar v] by [100 pixels]
  move [redcar v] by [135 pixels]
  move [redcar v] by [60 pixels]
```

Your task is to park the **Yellow** car at the yellow parking spot with headlights facing towards north, like this:

## Additional Activity 4-Parking Puzzle 2



## Solution for AA 4:

```

when run
set background to court
Parking [edit]
move [redcar v] [200] pixels [East v]
move [yellowcar v] [135] pixels [West v]
turn [yellowcar v] [left v] [90] degrees

```

Activity No	Activity Name	Activity Links
Teacher Activity 1	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/1?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/1?no_redirect=1</a>
Teacher Activity 2	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/3?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/3?no_redirect=1</a>
Teacher Reference Activity 1	MIT AI2 Companion App DOWNLOAD	<a href="https://play.google.com/store/apps/details?id=edu.mit.appinventor.ai companion3&amp;hl=en_IN&amp;gl=US">https://play.google.com/store/apps/details?id=edu.mit.appinventor.ai companion3&amp;hl=en_IN&amp;gl=US</a>
Teacher Reference Activity 2	HOW TO TEST MIT ON ANDROID PHONE	<a href="https://drive.google.com/file/d/1n4b_5fuNLIu7xOHVnI9OyshWa6Nxfb98/view?usp=sharing">https://drive.google.com/file/d/1n4b_5fuNLIu7xOHVnI9OyshWa6Nxfb98/view?usp=sharing</a>
Teacher Reference Activity 3	MIT TEACHER GUIDE	<a href="https://docs.google.com/document/d/e/2PACX-1vTSVS0oc99svDx4SinvfenhP7QjytqupcivM-XuY-WwOshBUp6WaeQJvDCtyKFit7EeMRS2Lax9Ztsr/pub">https://docs.google.com/document/d/e/2PACX-1vTSVS0oc99svDx4SinvfenhP7QjytqupcivM-XuY-WwOshBUp6WaeQJvDCtyKFit7EeMRS2Lax9Ztsr/pub</a>
Student Activity 1	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/4?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/4?no_redirect=1</a>
Student Activity 2	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/5?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/5?no_redirect=1</a>

		<a href="#"><u>/5?no_redirect=1</u></a>
Student Activity 3	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/6?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/6?no_redirect=1</a>
Student Activity 4	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/7?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/7?no_redirect=1</a>
Student Activity 5	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/8?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/8?no_redirect=1</a>
Student Activity 6	ALIEN PARTY	<a href="https://studio.code.org/s/coursee-2021/lessons/3/levels/8?no_redirect=1">https://studio.code.org/s/coursee-2021/lessons/3/levels/8?no_redirect=1</a>
Student Activity 7	PROFILE BIO	<a href="https://drive.google.com/file/d/1P6uFyL7xKbj1wzME97v7RJNf2sPhTZHE/view?usp=sharing">https://drive.google.com/file/d/1P6uFyL7xKbj1wzME97v7RJNf2sPhTZHE/view?usp=sharing</a>
Student Activity 8	ROCKET LAUNCH	<a href="https://studio.code.org/projects/applab/-cRb1Pt2c22wgTGIcp1ecAVIsWNzsYrnrVuZOjVn4oE">https://studio.code.org/projects/applab/-cRb1Pt2c22wgTGIcp1ecAVIsWNzsYrnrVuZOjVn4oE</a>
Student Reference Link	MIT AI2 Companion App DOWNLOAD	<a href="https://play.google.com/store/apps/details?id=edu.mit.appinventor.ai companion3&amp;hl=en_IN&amp;gl=US">https://play.google.com/store/apps/details?id=edu.mit.appinventor.ai companion3&amp;hl=en_IN&amp;gl=US</a>
Additional Activity 1	FISH TANK	<a href="https://studio.code.org/s/spritelab/lessons/1/levels/2">https://studio.code.org/s/spritelab/lessons/1/levels/2</a>
Additional Activity 2	FISH TANK	<a href="https://studio.code.org/s/spritelab/lessons/1/levels/6">https://studio.code.org/s/spritelab/lessons/1/levels/6</a>
Additional Activity 3	PARKING PUZZLE 1	<a href="https://studio.code.org/projects/spritelab/1puqeYoVLXJCrhvDZ_lp-vtvUA_FLhugKZCympfz-04/view">https://studio.code.org/projects/spritelab/1puqeYoVLXJCrhvDZ_lp-vtvUA_FLhugKZCympfz-04/view</a>
Additional Activity 4	PARKING PUZZLE 2	<a href="https://studio.code.org/projects/spritelab/1puqeYoVLXJCrhvDZ_lp-vtvUA_FLhugKZCympfz-04/view">https://studio.code.org/projects/spritelab/1puqeYoVLXJCrhvDZ_lp-vtvUA_FLhugKZCympfz-04/view</a>
PRACTICE ACTIVITY 1	PRACTICE	<a href="https://studio.code.org/s/gumball/stage/1/puzzle/1">https://studio.code.org/s/gumball/stage/1/puzzle/1</a>
PRACTICE ACTIVITY 2	PRACTICE	<a href="https://studio.code.org/s/gumball/stage/1/puzzle/2">https://studio.code.org/s/gumball/stage/1/puzzle/2</a>

PRACTICE ACTIVITY 3	PRACTICE	<a href="https://studio.code.org/s/gumball/stage/1/puzzle/3">https://studio.code.org/s/gumball/stage/1/puzzle/3</a>
REFERENCE VIDEO 1	REFERENCE	<a href="https://youtu.be/0QQVL8oKEaA">https://youtu.be/0QQVL8oKEaA</a>
Project Solution	HEALTHY AND JUNK FOOD	<a href="https://studio.code.org/projects/spritelab/0SAhyTmBP4wpgwgv4pqREnv0dnzSkFECsL1nwmYxT4k">https://studio.code.org/projects/spritelab/0SAhyTmBP4wpgwgv4pqREnv0dnzSkFECsL1nwmYxT4k</a>
Teacher Reference Visual aid link	Visual aid link	<a href="https://s3-whjr-curriculum-uploads.whjr.online/c46d3100-cacd-4e42-a97d-c61c33578cf1.html">https://s3-whjr-curriculum-uploads.whjr.online/c46d3100-cacd-4e42-a97d-c61c33578cf1.html</a>
Teacher Reference In-class quiz	In-class quiz	<a href="https://s3-whjr-curriculum-uploads.whjr.online/aabaf111-567f-4004-a05e-f687b2632ec2.pdf">https://s3-whjr-curriculum-uploads.whjr.online/aabaf111-567f-4004-a05e-f687b2632ec2.pdf</a>