



# o6 - Jigsaw

# Welcome!

## Learning Targets

I can develop organized programs using conditional statements, loops and functions.

I can explain how objects are positioned on the screen.

## Agenda

Warm-Up (10 min)

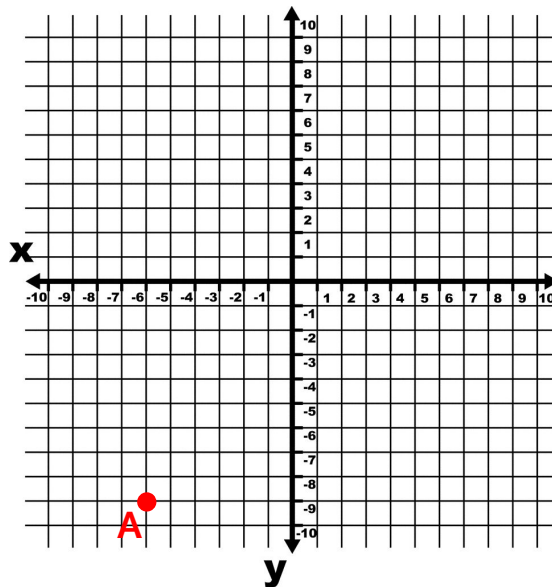
Jigsaw Learning (15 min)

Scratch Challenges (25 min)

Cool Down (5 min)

Clean-Up (5 min)

## Sketchbook Task



1 - Plot the following coordinates

2 - Connect the Dots!

A:  $(-6, -9)$

B:  $(0, -5)$

C:  $(6, -9)$

D:  $(4, -2)$

E:  $(9, 2)$

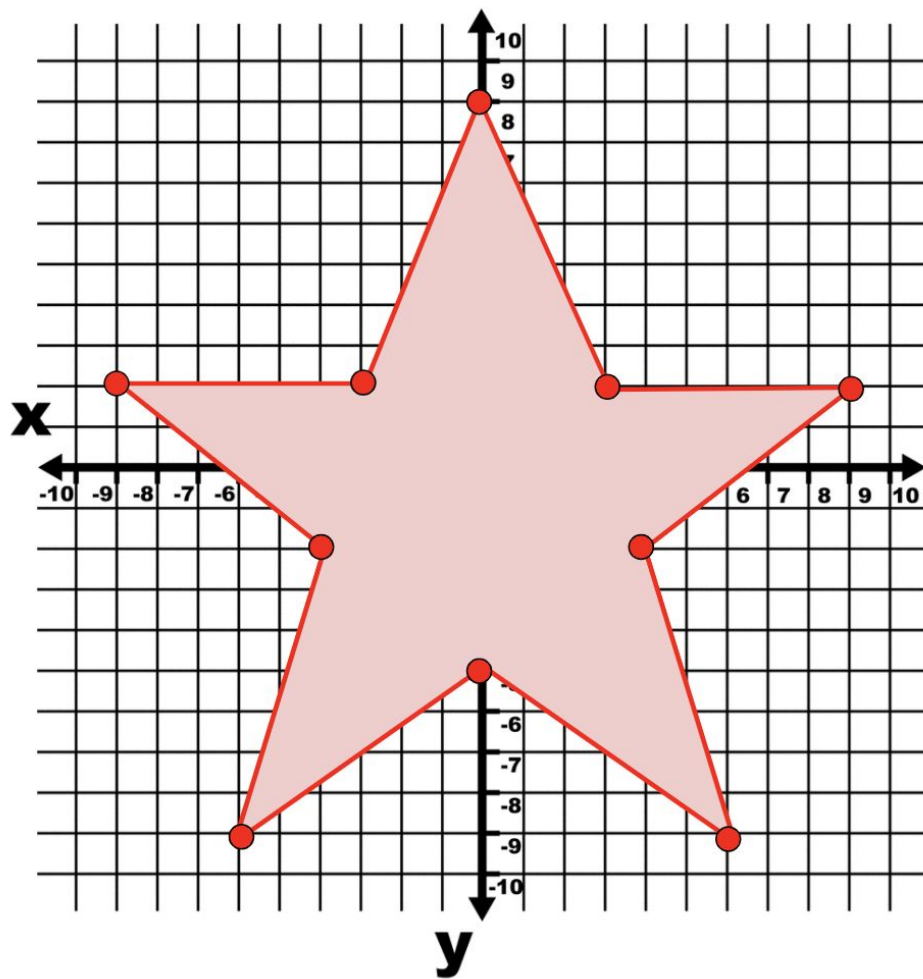
F:  $(3, 2)$

G:  $(0, 9)$

H:  $(-3, 2)$

I:  $(-9, 2)$

J:  $(-4, -2)$



A: (6, -9)

B: (0, -5)

C: (6, 9)

D: (4, -2)

E: (9, 2)

F: (3, 2)

G: (0, 9)

H: (-3, 2)

I: (-9, 2)

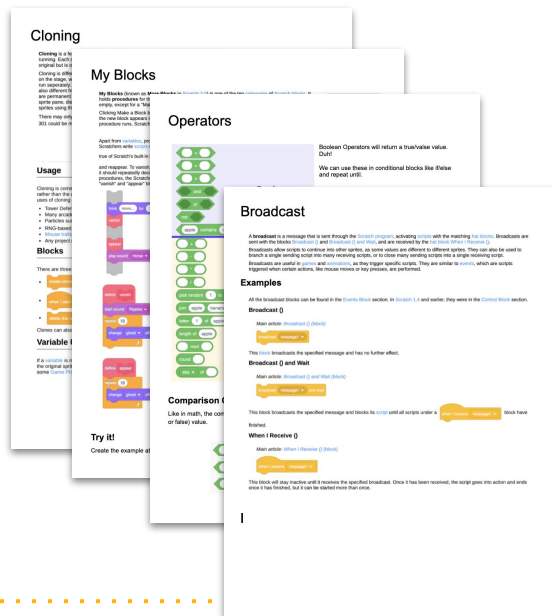
J: (-4, -2)

# Jigsaw Learning!

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Become an expert in one of the topics!

- Read through the document! Take notes on important facts.
- Make the blocks in Scratch
- Be ready to explain to your table!



**Share Out!**



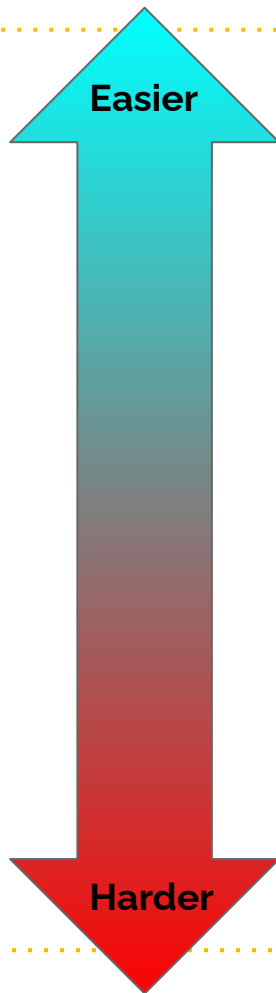
# Work Time

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Choose a challenge level.

Complete the challenge, get adam to sign off if you finish a challenge.

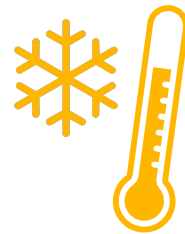
Confused by a challenge? See the examples on the computer at the front of the room.



## Challenges!

A bat flies around, flapping its wings!	Code a drum set! When different sprites are clicked they play different drum sounds. Use the Music blocks!
If a ghost hears a loud sound, it changes color.	Use the pen blocks to create a drawing. Can you get the sprite to create a triangle?
The helicopter moves when the arrow keys are pressed.	The eyes of the mona lisa always follow the mouse pointer as it moves around the screen.
There are a bunch of squirrels, when one squirrel is clicked, all the squirrels hide for 10 seconds, then pop back up from their hiding spots. Hint: use broadcast!	A starfish looks scared when the shark gets near it, but smiles when the shark is far away





# Cool Down

LT: I can explain how a conditional statement can be used to decide between two options.



No!



Not  
Really



Kind Of



I think  
so



Yes



Totally!