4.11
Ms. Muller
6th grade

Objective: Interacting with video sensing		
LT: I can create a Project where I use video sensing to interact with my program.		
Lesson Plan		
5 min Entry slip	Warm Up: What do you think video sensing does?	Share
We do	1. Example: https://scratch.mit.edu/projects/178157902/ 2. 3. Watch video tutorial 4. Go through one example together (pet the cat) a. Including adding the extension 5. Show Scratch cards (one set per table) 6. Where to find tutorial	● Able to add extension ● Able to get to pet the cat

You do	● Create an interactive project using the video sensing!
	● It can be anything you want - use the Scratch cards to inspire or guide you!
	    ○ You can also add a second character or object.
	● Work together if you like! 2 heads are better than one!
	    ○ Think about:
	    ○ What are different ways your project can react?
	    ○ Can you create a project that 2 or more people can play or interact with?
	    ● Requirements: Has to work & use video sensing.
	● Click SHARE
	● Click add to studio if you haven't already
	● Add to the VS studio
	● Share a few projects!!!
		Checking in with students.
		If need a reteach - can do at board - others can work as I reteach if they get it

Exit	Reflect in padlet: https://fgpa.padlet.org/missmuller/videosense What do you like best about the project you made? What was the hardest part? If you had more time, what would you add or change?	- Good struggle? - Reflecting on change
	Accommodations: Paras assist with work - Don't give them the answer - give them hints if they are stuck - such as direction , did they code the correct sprite?	