4.11

Ms. Muller

6th grade

| Objective: Interacting with video sensing | | |
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| 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. Watch video tutorial 3. Go through one example together (pet the cat)    1. Including adding the extension 4. Show Scratch cards (one set per table) 5. 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? |  |