

# Course E

## Lesson 3

### Alien Dance Party with Sprite Lab

# Objectives

You will be able to:

- Create an interactive animation using sprites, behaviors, and events.
- Identify actions that correlate to input events.

Warm Up



Today you will visit events in programming.

Let's look at a series of events and see if we can find a pattern here:

- When you flip a switch, the lights turn on.
- When you tap on a device, an app starts.
- When the alarm goes off, you get out of bed.
- When (event), (action).

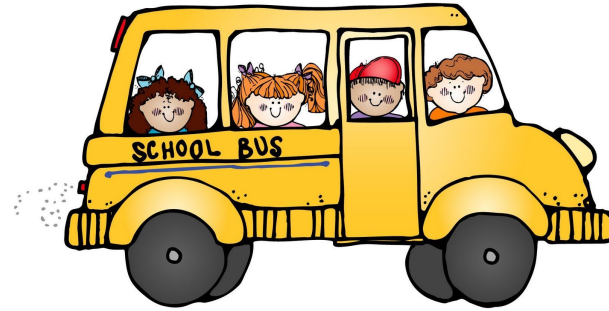
In computer science, events cause other actions to happen.

Our new vocabulary word today is **event**.

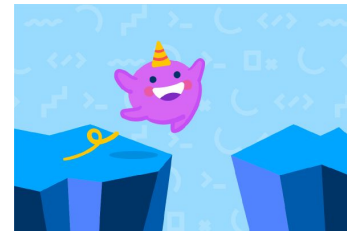
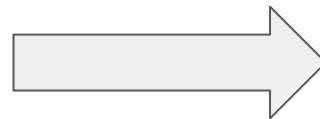
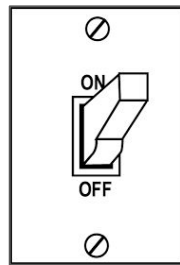
Normally when we hear  
“event” we think of:

- Field trip
- Competition
- Birthday Party

We’re learning a new  
meaning for the word  
"event" today.



Let's focus on events that cause other actions to happen like when flipping a switch causes the lights to turn on or pressing a button to make a character in a game move.



Today, you will work in Sprite Lab, but the events you will be working on will be more like the video games you are used to playing.

Events will take the form of actions, such as clicking the screen or two characters running into each other.



## VOCABULARY

**Event** - An action that causes something to happen.

Activity



## **Alien Dance Party with Sprite Lab**

**Goal** - Today, you will be creating your own alien dance party! You'll begin by reviewing how to put sprites on the screen, then you will assign them behaviors and learn to change those behaviors when an event is initiated.



## Swimming Fish with Sprite Lab

If you encounter challenges or have questions, ask a friend/partner:

- What is it supposed to do?
- What does it do?
- What does that tell you?

*You can share your unanswered questions with a nearby group who might already know the solution.*

Wrap Up





# Reflect

**DIRECTIONS:** Visit our [Grade 4: Code.org Course E Lesson Reflections Padlet](#) (posted on Google Classroom) and answer the question below.

- What was today's lesson about?
- How do you feel about today's lesson?
- How did it feel to have control over what your characters were able to do?
- Did you change the program in any way to make it feel more like your own?