



Music Blocks Lesson Plan

Dictionaries

Age:

7-12 years

Lesson duration:

60 minutes

- Introduction: What are dictionaries? (15m)
- Part 1: set/get value (15m)
- Break (5m)
- Part 2: Monsters, plural (20m)
- Discussion (5m)

Number of students:

Up to 10.

Rationale:

Students will learn about dictionary objects.

Objectives:

Students will use dictionary objects to assign attributes to video-game characters.

LESSON

Introduction:

Begin by asking students to sit in a circle and explain that in today's lesson they are going to learn about dictionaries.

What is a dictionary? How do you use a dictionary? Why would we want to use a dictionary while programming?

Part 1:

The idea

What other events might we want to control?

Part 2

Giving our characters individual behaviors.

Performance/Critique:

1. Have each student explore some ways to explore different behaviors (including musical behaviors) by using dictionaries.
2. Engage in a discussion about their games. Are they fun? How can they be improved?

Key events:

- Introduction of key concepts: the dictionary.

Materials:

- Music Blocks software

Assessment:

- Observe participation.
- Are the students able to master the basic concepts?
- Did the students incorporate their own ideas?



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