Scratch Lesson 4 stories

Saturday, October 08, 2016   3:00 PM

Couse covered:

4.1 Characters -- define blocks (jump, bigjump..more)
4.2 Conversations --broadcast/broadcastandwait message, send/receive
4.3 Scenes -- stage, backdrop
4.4 Pass It On -- a story use characters, conversations, scenes

Concepts:
1. Reusing and remixing
2. Functions and parameters
3. Message driven
4. Pair programming
5. Development lifecycles
    a. Design
    b. Implement
    c. Testing
    d. Debug

Home work: Complete others story taller project
1. Save and share your story taller project to MLCCC2016 studio
    a. https://scratch.mit.edu/studios/3018337/projects/
2. Pick a project of another student uploaded, you may need wait couple days
3. Add more scene of your to that story,
4. Save and share to MLCCC2016 studio