Teachers Plan

My Animated Name   Customizing names with the pen tool

1. **Preparation/ Stuff you need checklist / GET THESE THINGS:**
   - Make sure all Scratch programs are running and up to date
   - 1 computer per student
2. **Opening Concepts:**
   - Introduction to Learn 2 Teach and people

<u>Beginnings/Introductions</u>

Introductions to Learn 2 Teach:
   - Here to change the world community by community
   - Improving our community using science and technology
   - Teach youth how to make the games we like to play
   - We'll be coming (days of the week) for (hours)
   - We'll be using Scratch which is an educational programming language that allows people of any experience, background, and age to experiment with the concepts of computer programming.
   - You are going to be a computer programmer!
   - Today we're going to be doing the My Animated Name activity (pass out activity sheets)

   Introductions to people:
   Name, age, school, favorite module, something cool you made
   Introduce themselves; say something cool they'd LIKE to make

   Objectives/Focus of the Lesson
   - Goals:
     - Grasp the concept of computer programming (creating a series of instructions to enable the computer to do something)
     - Understand if/then statements and their relation to programming (if input then output)
     - Understand what a sprite is and is used for

   What is the point of a Sprite
   Character, Avatar, item necessary to be a part of your animation/project

   When the GREEN FLAG is clicked, your project animation will start. Therefore, use the "**Go To**…." To create a starting point for your sprite.
   Add "**pen down**" What is the point of this?
   - To make writing a part of your animation

How can we add color?

- Use "**set pen color**"

How can we change the size?

- Use "**set pen size**"

How can we interact with the Sprite?

- Use "**Forever if - <touching mouse pionter>.** This starts the porgramming statement.

How can we add sound?

- Use "**Broadcast**" we will add more for this later

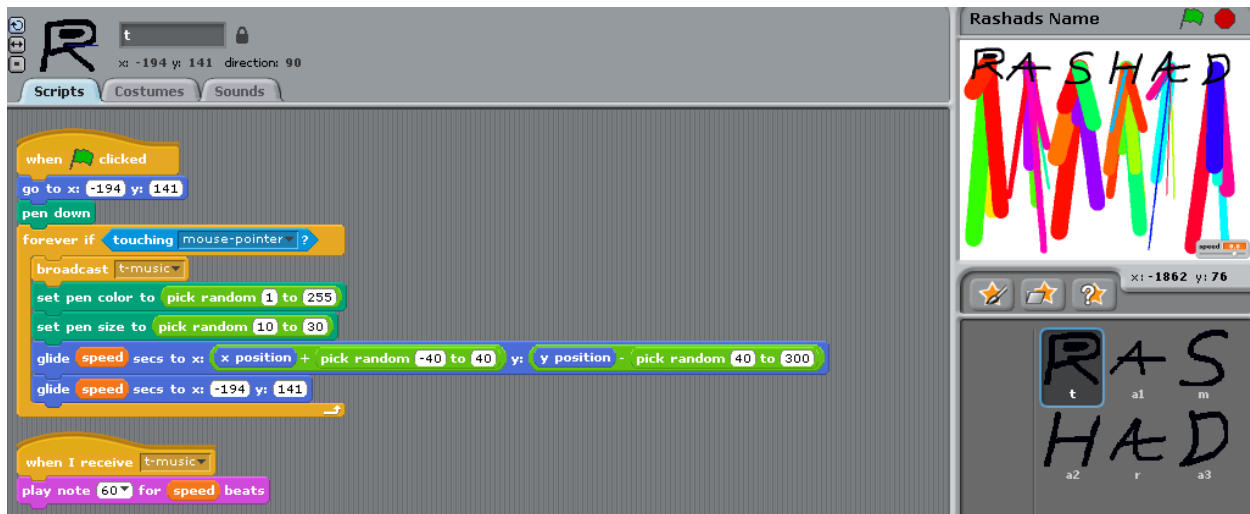How can we make your pen the way you want it to be?

- Go to pen and add the proper color and sizes

How to have your sprite move on contact with the mouse pointer?

- Use "**Glide**" or "**Move**, found **under motion**
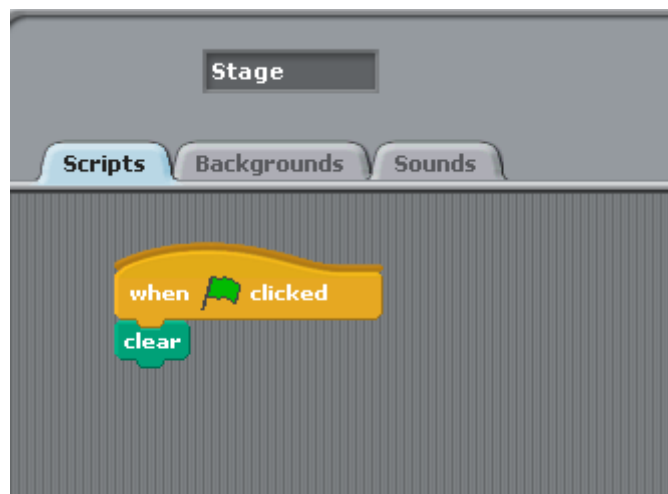
How can we finish sound?

- Use "**When I receive**" in order to the receive the sound which we broadcasted earlier. Then use "**play note**"

How to start it over evey time you click the GREEN FLAG?

- Use "When GREEEN FLAG clicked, and add "**clear**" to the script for the stage.

SO WHAT ARE WE REALLY TEACHING…..

With this we are teaching the kids about if ..then statements, and how they apply to programming, because they are essential. We are teaching them how to apply sound and colors to their sprites. We also taught about how variables and opeators can affect the sprites in the scratch project.

They should be able to answer:
What is computer programming?
What is Scratch?
What can you do with Scratch?
What is a Sprite?
What are If and Then statements?
How do you make your Sprite move?
How do you make your Sprite play music and display color?