Integrating Computing Across the Curriculum

Session 3: Changing of Scenery

Time	Activities
5 min	Sign In
5 min	Reflect: What did we learn last time? • *Ask the students: What is one thing you remember learning from the last Scratch Club meeting?* • *Ask the students: If I use the broadcast block, what other block do I need to use with it?* • *Ask the students: Last time, we used broadcast to tell a sprite to show on the stage and also say something. What are some other things that we could use broadcast for?*
20 min	Build: Broadcast and Backgrounds • Tell the students that today we will be using **broadcast** again, but instead of using it to tell another sprite what to do, we will use it to change the backgrounds of our projects. Just like we used **broadcast** last week to send a message from one sprite to another, we can also use it to send a message from a sprite to a background. • Tell the students that they will need to import 3 backgrounds for this project: a **bedroom**, a **school**, and a **city at night** (it does not matter which bedroom, school or city at night background they choose). Give the students 2 minutes to find and import these backgrounds. They will need to search through the different folders to find these backgrounds. Tell the students to ask a neighbor for help if they need help remembering how to import a background. • Import the 3 backgrounds on your computer so that you guide the students through the rest of the session. • Click on the Sprite1 thumbnail to begin programming the animation • Tell the students to program Sprite1 to say something about going to school in a cartoon bubble when the green flag is clicked. Give the students about 2 minutes to do this. Build your script on the board. • Now tell the students to add a **broadcast** block that will broadcast the message "school." • Tell the students that we will use the **broadcast** block to send this message to the stage telling it to change to the school background. Click on the **stage thumbnail** to access the scripts for the stage. This is where we are going to program the stage to change backgrounds when it receives the broadcasted message from Sprite1. Challenge the students to program the stage to switch to background school when it receives the broadcasted message. If needed, give the students a hint that they will need a **Control** block and a **Looks** block. Give the students 2 minutes to build this script. Build your script on the board so that the students can check their code against yours. • Click the green flag to see if the program works the way it was programmed. The students should realize that their projects begin on the school background, but that we want it to begin on the bedroom background. Encourage the students to see this if they do not realize it readily. ○ Since we want our project to begin on the bedroom background, we will

	need to program this. ○ *Ask the students: What block did we use to start the project from the beginning? This was the block that used to start scripts for Sprite1.* ○ When the students answer that we used **when green flag clicked**, tell that we will need to use this block to program stage to begin on the bedroom background. Give the students 1 minute to program the stage to begin on the bedroom background when the green flag is clicked. After the minute, build the script on the board for the students to use as a reference. • Go back to the scripts for the Sprite1. Have the students add another **say** block to the scripts to program the sprite to say something about school. Next they will need to add another **broadcast** block that will broadcast the message "city at night." • As the students complete this task, challenge them to program the stage to switch to the city at night background when it receives that broadcasted message, "city at night". Give the students a couple of minutes to complete this. Build the scripts on the board for the students to check their codes. Have the students click the green flag to see if the project works as it is programmed. • As the students finish building, challenge them to add another **say** block to Sprite1 so that it can say something about being in the city. Also challenge them to import another background and use the **broadcast** and **when I receive** blocks to program the stage to switch to this background. Walk around and help students as needed.
20 min	Create: Make It Your Own • Tell the students that they have 15 minutes to use any blocks of their choice to add to their projects to create a story. • Tell the students to ask a neighbor if they need a question before asking an adult. • As the students build, notify them of the time remaining to help them stay focused on their projects.
10 min	Save & Upload • Tell the students that we will now upload their projects to the Scratch website to share with others. From the Scratch website they can download their projects and continue working on them at home if they like. If no Internet connection is available, save their projects on the Scratch Club jump drive. Let the students know that we will upload their projects later so that they can view them online at home. • To save projects to a jump drive ○ Click **File** and select "Save As…" ○ Click on the **Computer** button on the top left of the **Save Project** window ○ Double click on the E: drive ○ Enter a New Filename at the bottom: Session 3 STUDENTNAME (i.e. "Session 3 Lucy Hunter") ○ Enter the date in the "About this project" box. ○ Click **OK** when done • To share their projects online, click on the **Share** at the top of the screen and select "Share This Project Online…" ○ Enter the club's Scratch login name: _____

	○ Enter the password: _____ ○ Have the students name their projects: Session 3 STUDENTNAME (i.e., "Session 3 Lucy Hunter") ○ Have the students enter the date under project notes Click **OK** when done