

Session 4: My Story

Time	Activities
5 min	Sign In
5 min	Reflect: What did we learn last time? <ul style="list-style-type: none"> • <i>Ask the students: What is one thing you remember learning from the last Scratch Club meeting?</i>
10 min	Build: Adding Sounds <ul style="list-style-type: none"> • <i>Ask the students: What is one way that we make a sprite talk? Are there any other ways?</i> • Tell the students that we can make sprites talk by using the say block and creating a word bubble that appears on the stage. But we can also program the sprites to play something that we record. And that is what we are going to learn today. • Have the students open Scratch on their own • To add a sound recording to a sprite, we first have to make a recording. (Note - this will only work if the computer is equipped with a microphone. If there is not a microphone connected to the computer, show the students how to import a sound to the projects, see below.) <ul style="list-style-type: none"> ○ Click on the Sounds tab in the script section and click on the Record button next to “New sound.” ○ In the Sound Recorder window, click the red button to begin recording and speak into the computer. Press the black circle when you are done speaking. Click the green triangle to hear your sound recording. Press OK when you are finished. The recording file will be added under the Sounds tab, and will be labeled “recording1.” Give the students 2 minutes to make their own sound recording. After 2 minutes, have the students press OK so that they can learn how program their sprites to play the recording. Create your own sound recording to guide how to program a sprite to play the sound recording. • After creating our sounds recording, we now need to program our sprite to play our sound recording. <ul style="list-style-type: none"> ○ Click on the Scripts tab to begin building our program. ○ Tell the students to program the sprite to play the sound recording until done when the green flag is clicked. Give the students 1 minute to do this. Build the code on the board as a reference. • As they finish, ask the students to <i>import</i> a new sound from the Sounds tab and to program the sprite to play this sound until done by adding this block to their scripts. Give the students about 2 minutes to complete this. <ul style="list-style-type: none"> ○ After the 2 minutes, show the students how to import a new sound by clicking in the Import button in the Sounds tab. Choose a sound file from one of the 8 sound categories. You can preview any sound by clicking on that sound file. When you have found the file that you want, press OK. This sound file will be added to the Sounds tab. ○ Under the Scripts tab, add the block play sound until done block to the stack.



	<ul style="list-style-type: none">○ Press the green flag to hear your sprites play the sounds.○ Tell the students that if they have more than one sprite and they want each sprite to play a different sound, each sound will need to be imported to the sprites that you want to play them.
30 min	<p>Create: My Story</p> <ul style="list-style-type: none">● Tell the students that they will be building a story about themselves during the next 2 sessions. They will have to use all of the blocks that they learned about during the previous sessions. They can also use any other blocks that they like.● Tell the students that they have 30 minutes today and will have 30 minutes next week to complete their projects. And next week, the students will share their projects with the rest of the club, so work hard.● Encourage the students to ask a neighbor for help if needed. If their neighbor cannot help them, ask an adult.
10 min	<p>Save & Upload</p> <ul style="list-style-type: none">● 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<ul style="list-style-type: none">○ 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: My Story STUDENTNAME (i.e. “My Story 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...”<ul style="list-style-type: none">○ Enter the club’s Scratch login name: _____○ Enter the password: _____○ Have the students name their projects: My Story STUDENTNAME (i.e., “My Story Lucy Hunter”)○ Have the students enter the date under project notes <p>Click OK when done</p>