

Lesson Plan for Activity Scratch

Subject: Scratch

Length of Lesson: 1 hour 30 minutes

Concept or Skill Focus: Introducing basic programming skills and drag and drop code.

Goal: To learn how to use Scratch.

Objectives/Outcomes:

- To understand the basic functionalities of Scratch
- To build a simple game by the end of the time period

Materials

- Computers with a web browser (tested with Chrome)
- Email address (optional, only required if you want to save project) – I made a special Computer Quest Google account that all students could use)
- List of tutorials for students to try: <https://scratch.mit.edu/projects/editor/?tutorial=all>

Activities and Time Line (Introduction, Middle, Conclusion)

1. Introduce Scratch (15 minutes)
 - a. Sprites
 - b. Events and Motion
 - c. Conditional Statements (control) and Sensing
2. Build game (60 minutes)
 - a. Requirements:
 - i. At least 3 Sprites
 - ii. Interaction between sprites
 - iii. Some type of user input other than starting the game
3. Display (15 minutes)
 - a. Students can go around and look at/try out the other games