

Lesson Plan 11 | Form 1 | Introduction to Scripts in Scratch

Objective

Students will learn how to create scripts to move and change their sprites in Scratch.

Warm-up

None.

Presentation

In lecture, ask for volunteers to describe how to move sprites around in Scratch, specifically among the few students who were motivated to do this in prior classes. The answer should be along the lines of: go to the Scripts tab for the sprite to be moved, then add one or more Event blocks, with blocks to control motion, appearance, etc. attached underneath the Event blocks.. Explain that rather than give them specific movements to implement, they should make their sprites move how they wish, with an eye towards eventually being graded on how much effort they have put in.

Guided Practice

In lab, give students an opportunity to write basic scripts while walking around and advising them on questions and issues. Emphasize the need for each student to exhibit some movement in their work.

Independent Practice

None.

Closing

None.

In Hindsight

02/16/2017: Students seem to bifurcate into two uneven groups: a small group of individuals who are motivated to pursue increasingly complex movements, and the majority who are content with a few basic motions. I emphasized the need to make things interesting in preparation for showing their movies to their peers down the road, but this didn't seem to motivate many. In an upcoming lesson, I plan to address this by writing my own Scratch project that looks like a movie, hopefully inspiring more people to follow suit and treat these as long-term projects.