

Lesson Plan 14 | Form 1 | Graded Assessment of Shape Scripts in Scratch

Objective

Students will be assessed for a grade on their ability to direct the pen in Scratch to create basic shapes.

Warm-up

In lab, give students ten or fifteen minutes to open saved work from previous classes, practice their shapes, etc. Inform students that after the warm-up period, students will be chosen at random to demonstrate their scripts.

Presentation

After warm-up, choose students at random to demonstrate their scripts. Give low As for satisfactory work, high As for extra effort and/or creativity, and Bs or lower for partial or absent scripts. Emphasis should be on making the pen move by script; any hand-drawn shapes created in the image editor should not be included in the assessment. Note that students should be allowed to present scripts that they have created in previous classes, as that encourages the mindset of working on things that span multiple lessons.

Guided Practice

None.

Independent Practice

None.

Closing

None.

In Hindsight

03/09/2017: I may have set the bar too low here, as most every student got an A by the standards described above. Everyone was able to draw basic shapes with the pen, but the most impressive students had scripts that ran simultaneously to create cool animations, especially ones that changed color.