

Lesson Plan 9 | Form 1 | Introduction to MIT Scratch

Objective

Students will be introduced to the MIT Scratch application, and learn to work with the Costumes tab to add sprites to their stage and change the stage's background.

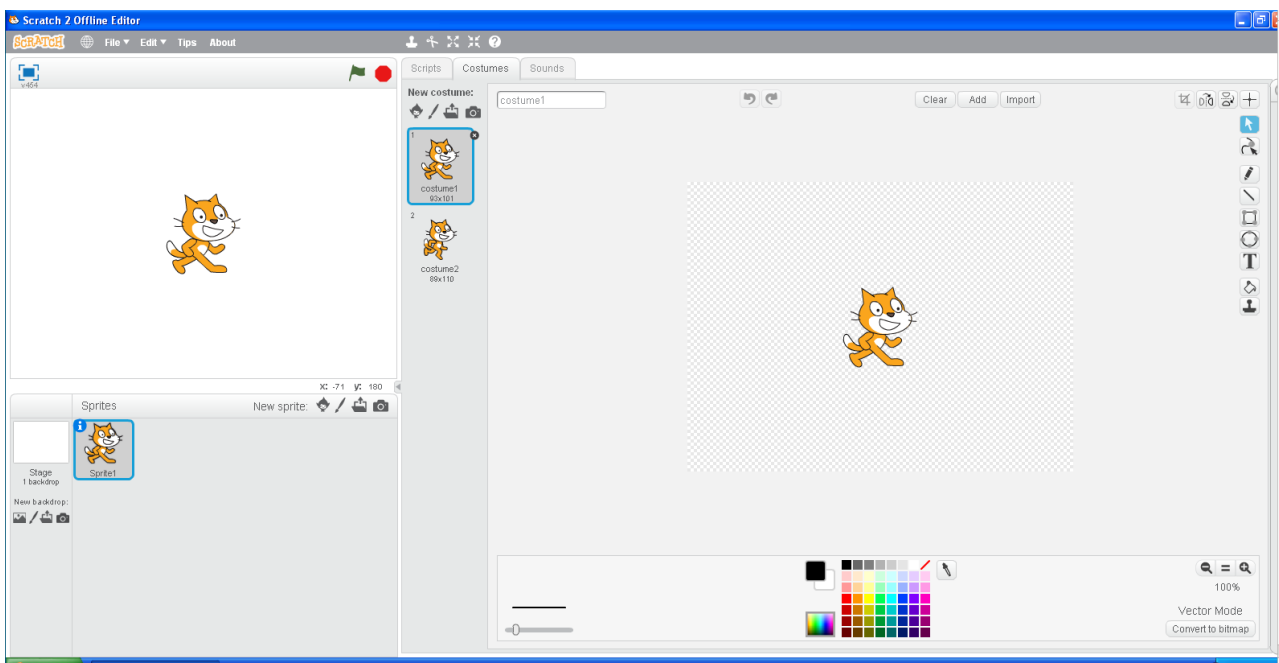
Warm-up

None.

Presentation

Spend the first 15 minutes of class in lecture. Give a brief introduction of computer programming, what it's used for, and how it's important in modern times. Explain that Scratch provides a good way of introducing us to computer programming.

Display an image of the Scratch application's costumes tab using a projector, or draw a rough outline on the chalkboard:



Explain that the stage, which is comparable to that of a movie stage, is in the upper left – this is where we will see our sprites move in the future. In the lower left, we have a background and our sprites, and in the middle and right areas, we can add sprites or change them.

As this lesson is only focused on images and backgrounds, the Scripts and Sounds tab should be ignored for now and saved for future lessons.

Guided Practice

None.

Independent Practice (requires central file server)

In lab, have the students open Scratch and independently add, remove, and modify sprites to get the hang of it. Walk around and remind students how to do this, along with changing the stage's background. At the end of class, encourage students to save to the central file server in order to use what they created in the next class.

Closing

None.

In Hindsight

02/07/2017: Students seemed to enjoy the independence given to them in choosing sprites and backgrounds, and many came up with some creative designs. I emphasized the similarity to a movie in order to motivate the eventual use of scripts to make the sprites move on the stage.