

3.2 Project Coding Day 1

Summary

Students begin programming their pinball game in Scratch.

Learning Objectives

After this class, students will be able to:

- Create a sprite in Scratch.
- Make the sprite move using event handler, move, turn, and forever code blocks.

Materials

- Computers with internet access

Time

80 minutes

Preparation

Students will be programming their main project for this unit in Scratch. The worksheets in this unit build upon one another to result in a complete pinball game. It is important for students to save their work each day so that they may continue on with subsequent worksheets. Decide how you will have the students turn in their code, so that you may monitor and grade their progress.

Procedure/Pacing

1. Help students get started with Scratch by accessing the Scratch website Scratch <http://scratch.mit.edu>. Once students have successfully reached the website, have them follow the instructions on Worksheet 1 to complete their programming for the day.
2. Once students have completed the worksheet, remind them to save their Scratch project where they will be able to access it to complete the next worksheet during next class period.
3. Give students instructions for how they should turn in their work so far.

In-Class Assignment

Assignment 3.2i: Worksheet 1

Resources

- Scratch <http://scratch.mit.edu>
- Code.org 20 hour course <https://studio.code.org/s/20-hour>
- Homework

Developed through a partnership between the University of Utah College of Engineering and Granite School District

Assignment 3.3h: Code.org Activities: Repeat Until, If Do, and If Do Else blocks

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