

## Lesson 3.5: Farm Animals

### Objectives

In this lesson, students will:

- ❖ Create a scene with different characters on Scratch Jr. representing a farm
- ❖ Learn how to create a sound when a character is clicked on
- ❖ Learn how to delete a character from a project

### Agenda

1. Introduction	5 mins
2. Demonstration	5 mins
3. Choosing a background	5 mins
4. Adding a farm animal	5 mins
5. Make the pig talk	15 mins
6. Complete your farm	15 mins
7. Wrap Up & Reflections	5 mins

### Preparation

- Create the project in advance so you can demonstrate it to the students

### Resources & Links

- Scratch Blocks:  
<https://www.scratchjr.org/learn/blocks>
- Google Slides
- Demo video:  
<https://youtu.be/MCzuO5odpvA>
- Scratch Jr. Interface:  
<https://www.scratchjr.org/learn/interface>

Credits:



## 1. Introduction

Explain to students that today they will create a new project using Scratch Jr.



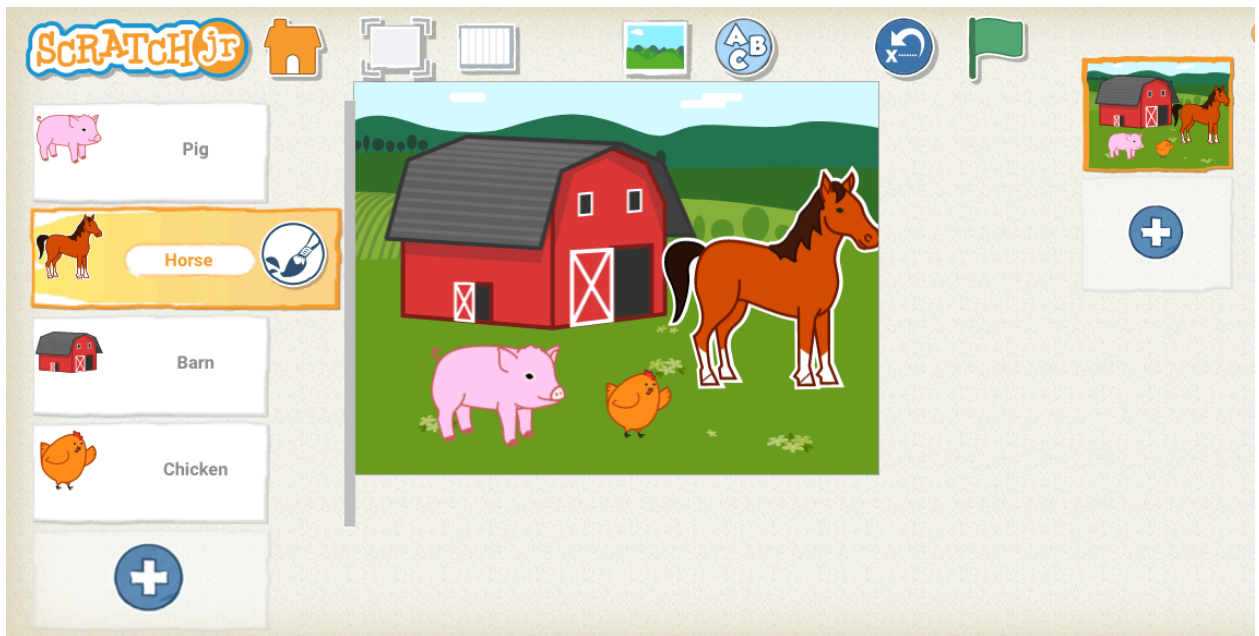
With their elbow partner or as a class discussion, ask students to tell one thing they remember learning on Scratch Jr.

Remind students on how to open Scratch Jr. on their tablet or computer and how to create a new project

Discuss as a class what animals leave on a farm. Ask students for examples.

## 2. Demonstration

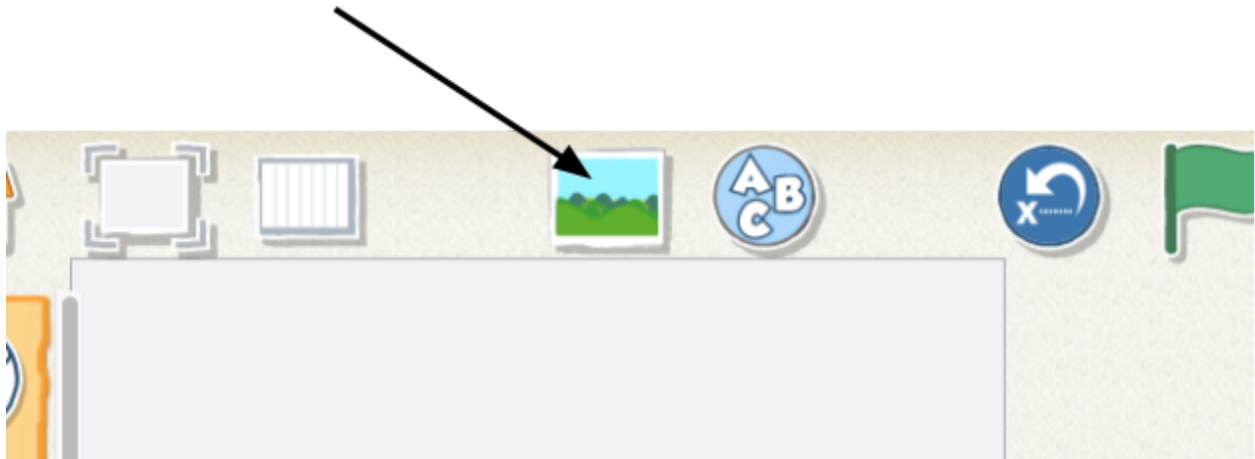
Show the students a project you have prepared for this class. Do not show them the code.



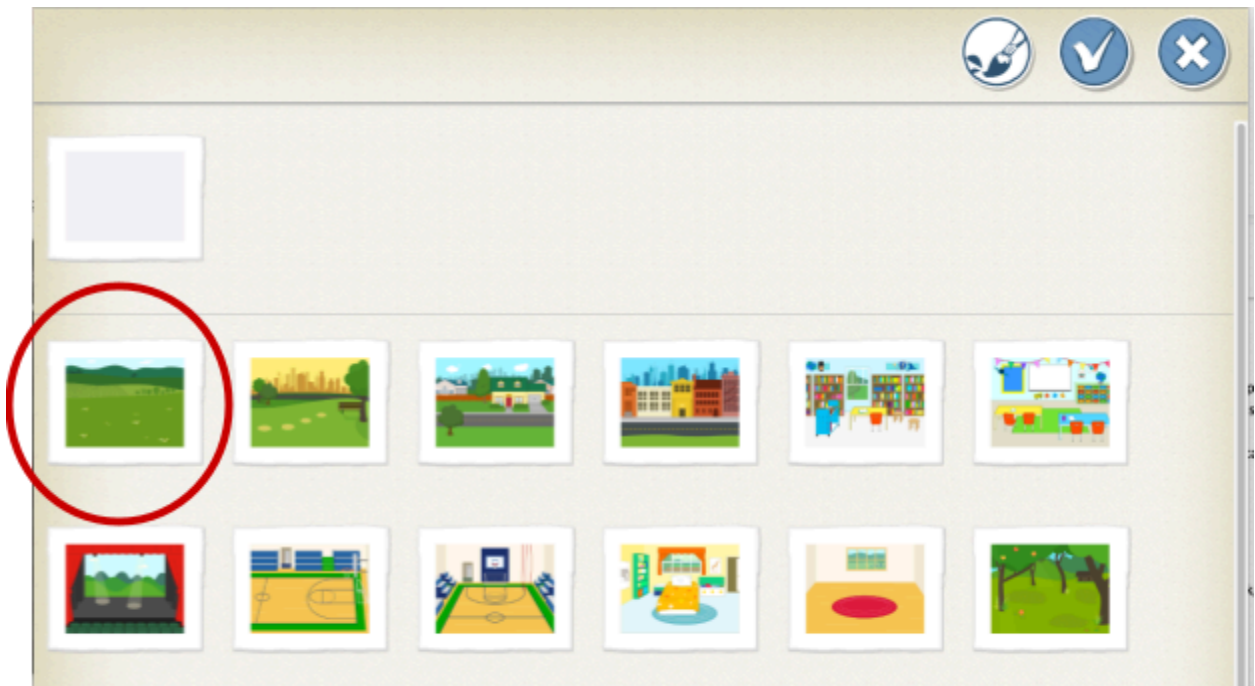
<https://youtu.be/MCzu05odpvA>

## 3. Choosing a background

Ask students to create a new project and select the correct background for a farm scene using the “background” icon

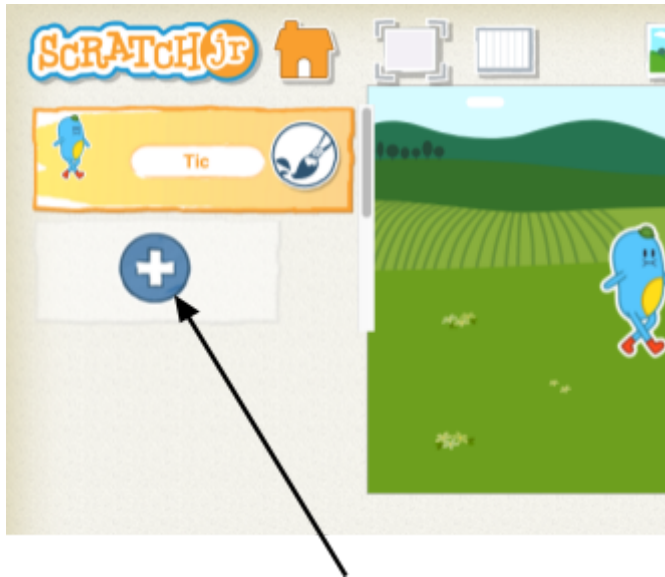


They can choose the “Farm” scene



#### 4. Adding a farm animal

By selecting the + sign, students add a new character to the scene. In this case, instruct them to add a pig. They will be able to add more animals later.



Now that they have 2 characters on the screen, students might want to remove the one that came with the new project (“Tick” or “Scratch the Cat”)

For that, they select the character on the menu and hold their finger (or mouse click) until the icon starts moving and they can see a delete sign. They click on the delete button to get rid of the character



Let students move the pig around in the Farm scene to select their favorite placement

## 5. Make the pig talk

Ask students to imitate the sound of a pig.

What we would like to do is that each time the user clicks on the pig, it says “oink”.

### 5.1 Recording a sound:

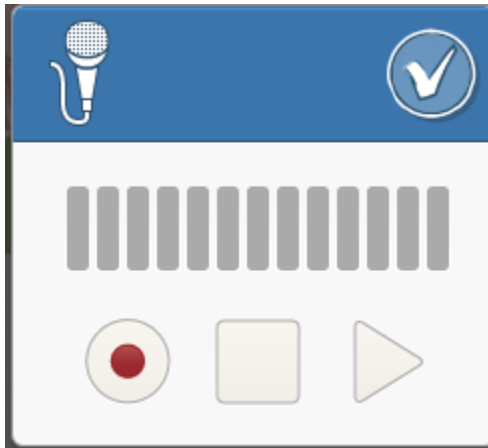
To add a sound, select the sound icon (Green)



They then select the microphone



A recording window will be displayed



Give time to students to record the sound of a pig and replay it, using the record and play buttons

5.2 Playing the sound when the pig is clicked:

In the Block Categories, we need to select the Triggering Blocks (Yellow)

**Teachers' tip:** for more information about Trigger Blocks, go to

<https://www.scratchjr.org/learn/tips/trigger-blocks>



Explain to students that the Triggering Blocks help us respond to an event that is happening: for example, clicking on the green flag or tapping on the character

Students drag the "Start on Tap" block

**Start on Tap**



Starts the script when you tap on the character.

They snap their new sound to it




Students should test their program to make sure the pig makes the sound when tapped. They can also drag another block “Start On Tap” and add some motion blocks so that when being tapped, the pig not only makes a noise but also moves



### 6. Complete your farm:

Give time to students to add more animals to their farm. Each animal should make a sound that matches

### 7. Wrap up and Reflections

 <b>Reflection Points:</b>
<ul style="list-style-type: none"> <li>• What is a new block you learned today?</li> <li>• What is a triggering block?</li> <li>• We can recognize animals using our eyes, your touch, and today, we made a program that uses our hearing to recognize an animal</li> </ul>