

Lesson 1.5: All About Me

Objectives

In this lesson, students will:

- ❖ Learn about events
- ❖ Practice using events in Scratch
- ❖ Gain more fluency with programming blocks in Scratch
- ❖ Be fully creative with an open-ended project

Agenda

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|-----------------------------------|---------|
| 1. Events | 10 mins |
| 2. Student Activity: All About Me | 30 mins |
| 3. Wrap Up and Reflections | 10 mins |

Resources & Links

- None

Preparation

- Computers with internet connection

1. Events



Engage students in interactive instructions and demonstration:

An event is an action that causes something to happen.

Real life examples: alarm clock going off, your mom telling you to clean your room, traffic lights turning red.

What happens when these events occur?

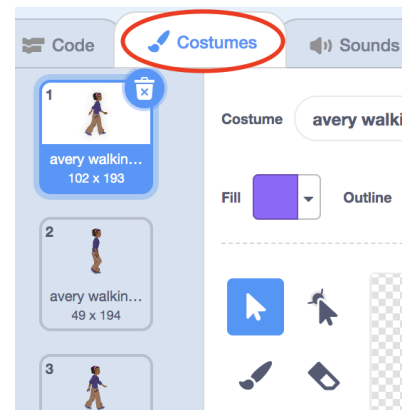
What other real-life examples of events can you come up with?

In Scratch we also have events that are very useful. In the *Events* category, what events do we see? For our next project, we are going to experiment with this event block:

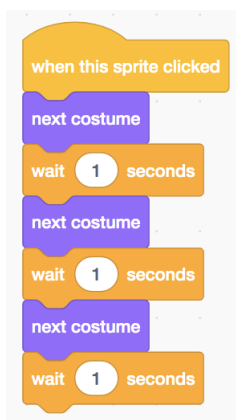


Add this script to the cat sprite and click on the cat to demonstrate running the script. Be sure to turn up the volume so students can hear the “meow” sound.

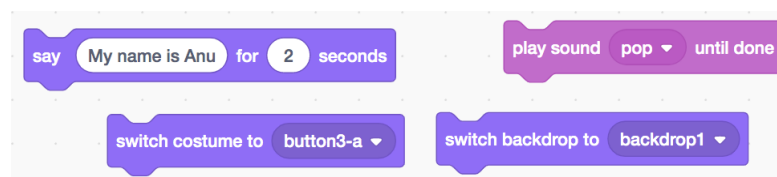
Next demonstrate creating the sprite called Avery. **Click** on the **Costumes** tab to show the various costumes of the sprite.



Then demonstrate the code to change Avery’s costumes when you click on her. You can use the script shown below for a quick demo.



Point out that the event block **when this sprite clicked** and switching costumes can be useful for the next activity. Other useful blocks are:



2. Student Activity: All About Me

Students will create a project in Scratch that will describe and say something about themselves. If necessary, show students how to create new sprites.



Note: In this project, it is not uncommon for students to create sprites and backdrops on the stage without writing any code. You may need to ensure students are actually writing some code in their project to make it an interactive programming exercise.



Instructions to give to students:

- In this project, the goal is to create a Scratch program that combines interesting images and sounds to make an interactive collage about yourself.
- Experiment with sprites, costumes, backdrops, looks, and sounds to create an interactive Scratch project.
- You are creating a project that helps other people learn more about YOU and the ideas, activities, dreams, and people that you care about.
- Do not use full names in your project for safety purposes.

3. Wrap Up and Reflections



Reflection Points

- What new blocks did you use during the *All About Me* project?
- Which events did you use?
- Did you discover new things in Scratch?