Lesson 2.1 and 2.2: Create an ECard

Objectives

In this lesson, students will:
- ❖ Create a customizable electronic greeting card
- ❖ Review the concepts of user input and practice coding user input, broadcasts, events, and creative expression

Agenda

1. Create a Customizable ECard	15 mins
2. Student Activity: Create a Customizable ECard	75 mins
3. Wrap Up and Reflections	10 mins

Preparation

- ❑ Projector for class demonstration

Resources & Links

- ❑ Sample ecard: https://scratch.mit.edu/projects/313109465

- ❑ Samples from the Scratch Community : https://scratch.mit.edu/projects/21547099

    https://scratch.mit.edu/projects/825921

1. Create a Customizable ECard

In the next 2 lessons students will create a customizable greeting card. The user should be able to customize who the card is for and include a personal message. The activity additionally requires students to use certain programming constructs. This helps them practice working on a project with certain coding requirements.

Explain to students what they will be creating and then d**emonstrate** the following e-card. Tell students that this is just one of many ways to do it.

https://scratch.mit.edu/projects/313109465

Engage students in a brief discussion about user input:

If a program needs information from the user it can ask the user a question. The user would then provide the information by typing on the keyboard. The keyboard is an input device. We can ask a user for input to customize our greeting card.

Let's review how to ask the user questions. In the Sensing category is a block called 'ask'. The value the user types in is placed in the special block "answer," which is a type of variable that stores the value that the user typed in.
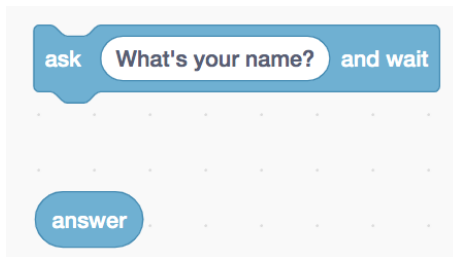

Ask the user a question

What the user types in is stored in the answer block.

When you want to use the text that the user typed in, you place the answer block inside any block with the oval.   You can also combine the string inside the answer block with your own string.

The **join** block combines 2 strings together.
For example, if the **answer** block contains the name **John**,   you can use the **join** block to **say**:
"How are you John" as shown on the right.
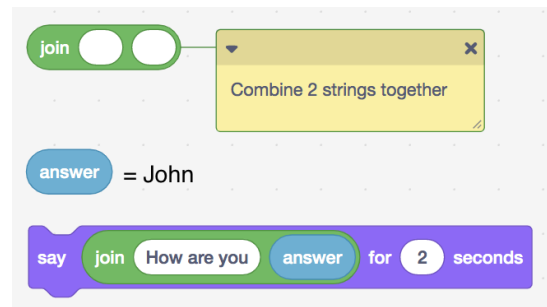
2. Student Activity: Create a Customizable eCard

Instructions to give to students:

1. Create a greeting card for a special occasion (Birthday, Holiday, Mother or Father's day, graduation, ….)
2. The card should be customizable to include the person's name and a personal message.
3. Your card should include the following programming constructs:
   a. Broadcast
   b. Event
   c. At least 2 sprites
   d. At least 2 blocks from the Motion category
4. You cannot remix an existing card from Scratch.

Extended Activity:

Add the ability for the user to choose from a couple of greeting card occasions.

3. Wrap up and Reflections

Reflection Points:
● Which new coding blocks did you use in this project? ● What did you like about today's activity? ● What was it like coding without any coding instructions? ● What are examples of input devices?