Course Beginner: Lesson 1 Sing a Rhyme
Lesson Plan

Objective

We will make an application singing our favorite rhyme with lyrics on screen.

We will learn to save our application.

- Interpret the concrete instructional blocks used in the program to make the project
- Follow/Explain a given program used to make the project
- Identify/Write a program used to make the project
- Evaluate a program used to make the project
- Save the project

Knowledge and Skills

Event: Things that cause s other things to happen.

Materials

- Head phone with microphone
- Different rhymes which the kids have in course or they might have learned

Assessments

A) Plugged: Students will make application singing their favorite rhyme with lyrics flashing on screen. (Refer the Rubric to assess the Student Projects)

B) Paper Based: (Refer Student Companion)

Resources

- As part of getting ready for the lesson, watch the online video lesson to make this project on link below,
  http://codetoenhancelearning.org/home-5/resources/video-lessons/lesson-1-sing-a-rhyme/
  Also, teachers can share the link with the students for their further reference.

- The scratch file of the ready project will help you as reference and you will need it to show it to students in the beginning of the lesson. Download the scratch file of the project from the link below,
  https://scratch.mit.edu/projects/318855997/

Plan (40 minutes + 5 minutes buffer)

Introduce the objective (3 minutes)

[Slide 2] Teacher will introduce the objective to the kids. Teacher could read it or read it with whole class or ask a student to read the objective on the slide. Teacher will open the Scratch file and show what the kids are supposed to make.

I do (Teacher explain and demonstrates) (7 minutes)

[Slide 3] Teacher will think aloud the following questions and response to the question,

1) What things we will need on the stage?

1. Backdrop to make the stage look attractive
2. Lyrics of the rhyme on the stage
3. Play button to play the rhyme.
4. Rhyme recorded in my voice

2) What should happen on the stage?

The computer will sing the rhyme in my voice when someone clicks the play button.

[Slide 4] Teacher will model/demonstrate the following things as shown in the video,

- Teacher will bring backdrop, sprite and record audio needed on the stage.
- Teacher will model writing following codes to play the rhyme using blocks. Teacher will also explain the function of the block.
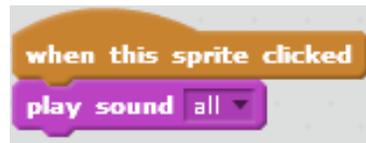
[Slide 5] Teacher explains the definition of the Events with the help of the code below,
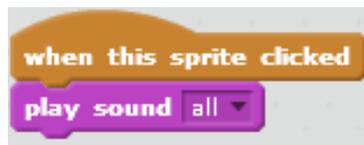
Things (here the block when the sprite is clicked) which cause other things to happen (here lets computer play the recorded rhyme) are called Events.

We do (Kids practice with teacher) (7 minutes)

[Slide 6] Teacher asks questions to kids what they are supposed to do. (First, they will make the application by bring sprite and backdrop. Then, they will write codes to play the rhyme.

[Note: Teacher here can keep on asking "What should I do first?" then "What should I do next?" to specific student or can ask students to tag.]

[Slide 7 and 8] Teacher takes a quiz to check for the understanding of the students.
Teacher asks students to think about the response to the question, pair with the partner and discuss the response. Teacher gives them 120 seconds. Teachers ask randomly one pair to share the response after each of the questions below,

1) What will happen if we give the below mentioned instructions to a Sprite?

[Response of the students: When the sprite is clicked the computer will play the sound file "all".]

2) The computer should play a rhyme named "songs" which the stage is clicked? Which of the following are correct instructions to make computer do it?

[Correct Answer: B.]

You Do (Kids practice on their own) (7 minutes)

[Slide 9] Teacher asks student to start their work to make the application. Teacher instructs kids that they can make application about their favorite rhyme. Also, they have to fill the graphic organizer first and then start working on their application.

[Note: Teacher can help kids if they are struggling at any point or may keep on asking questions like, what they are doing? Or what are they learning? Or Reflection Journal Questions?]

Assessment (7 minutes)

[Slide 10] Teacher asks students to solve the assessments independently in the student companion. Teacher may explain what kids are supposed to do.

Closing (8 minutes)

[Slide 11] Teacher asks Reflection Journal Questions and gives time to kids to write their responses. Teacher discusses the responses with kids.

1. What did we do today?
2. What is one thing that you liked the most?
3. What did you learn?