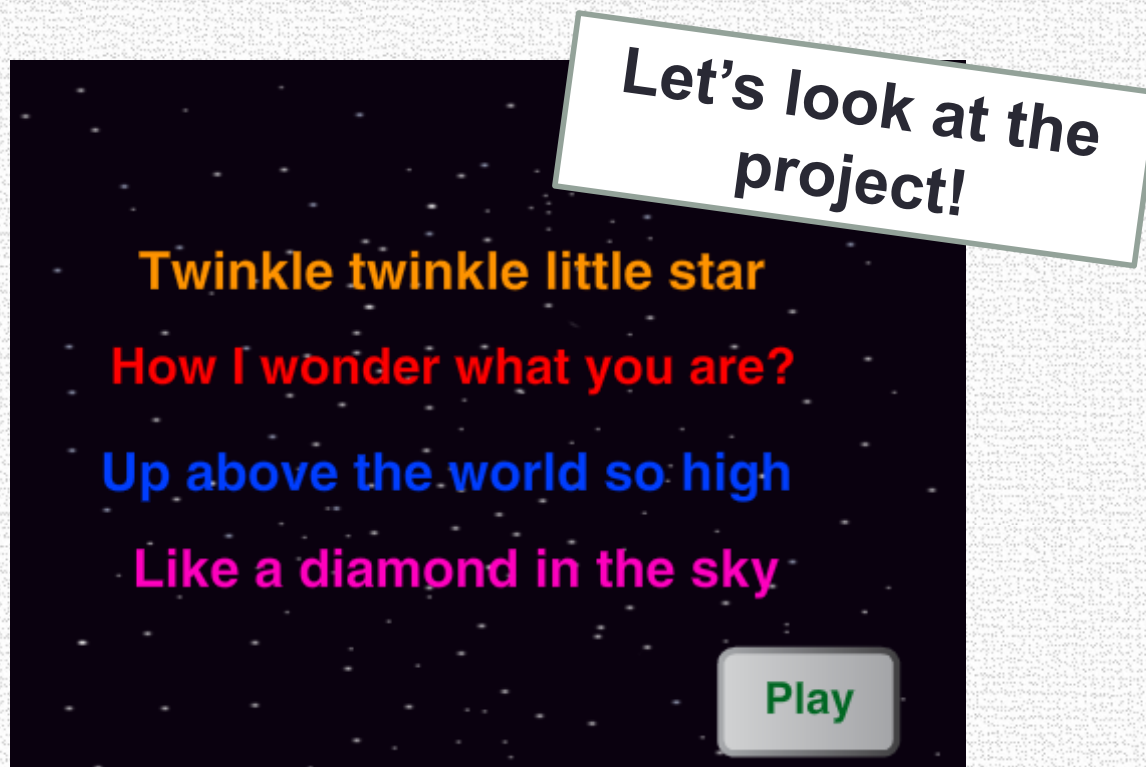


Code to Enhance Learning

Course 1: Lesson 1
Sing a Rhyme

Objective:

- We will make an application singing our favorite rhyme with lyrics on screen.
- We will learn to save our application.



Sing a Rhyme:

Thinking Questions:

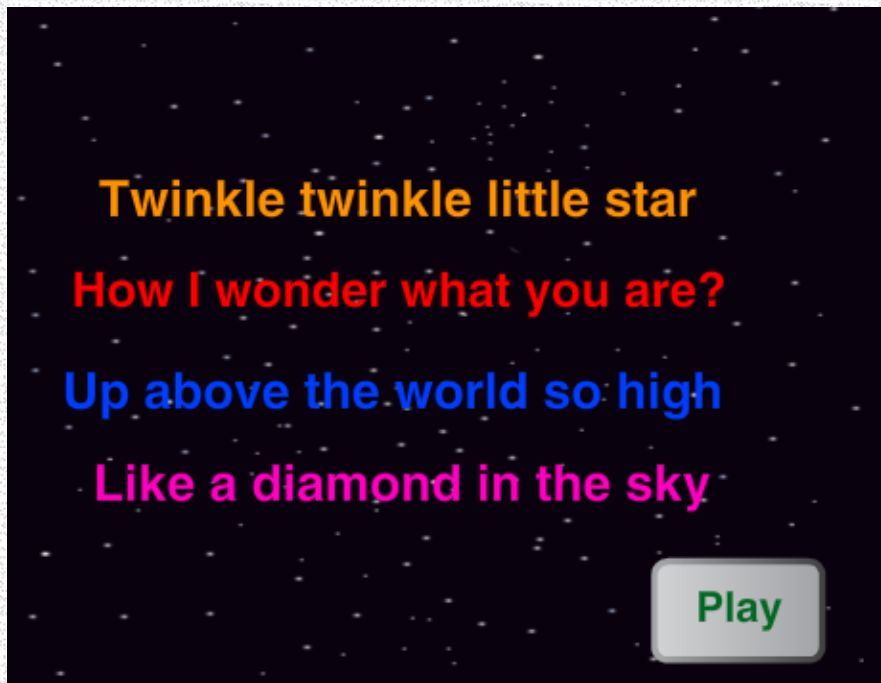
1) What things we will need on the stage?

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.

Sing a Rhyme: (Teacher models...)

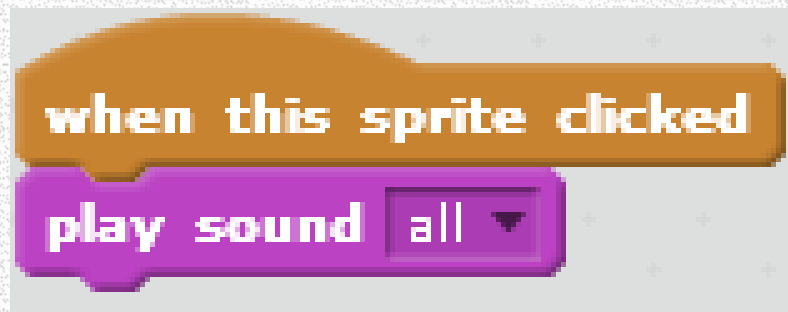


The screenshot shows the Scratch code editor interface. On the left, a category menu lists: Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks. The main script area contains the following blocks:

- when this sprite clicked
- play sound all
- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: 159 y: -144
- go to mouse-pointer

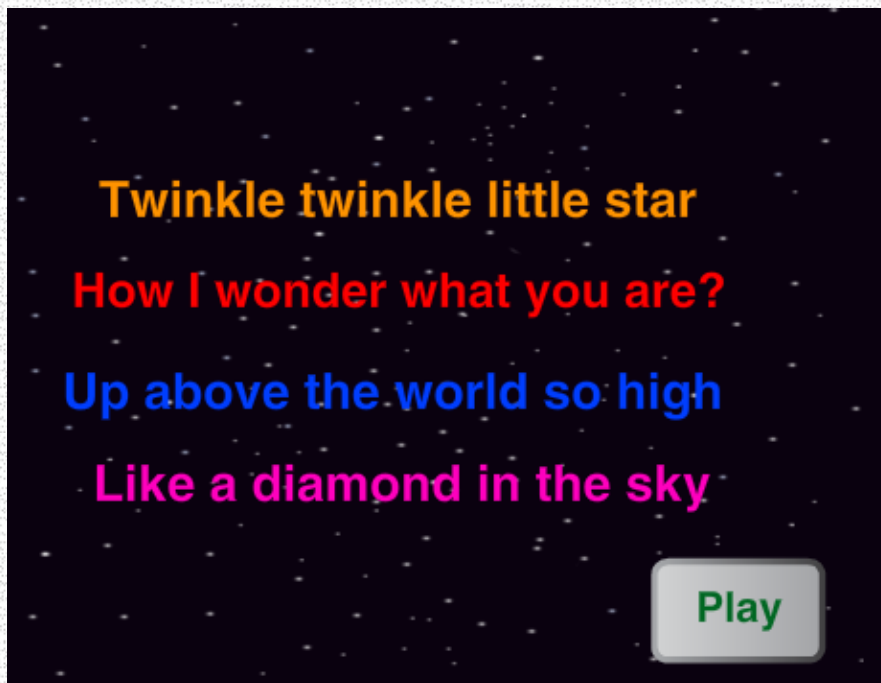
Event

Things (here the block when the sprite is clicked) which cause other things to happen (lets computer play the recorded rhyme) are called Events.



Sing a Rhyme: (Teacher work with kids...)

- What should you do first?
- What should you do next?



Quiz 1:



Talk to your partner:

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



Let's share.



Quiz 2:



Talk to your partner:

- The computer should play a rhyme named “songs” which the stage is clicked? Which of the following is correct instructions to make computer do it?

A)

when Stage clicked

B)

when Stage clicked

play sound songs until done

C)

play sound songs until done

D)

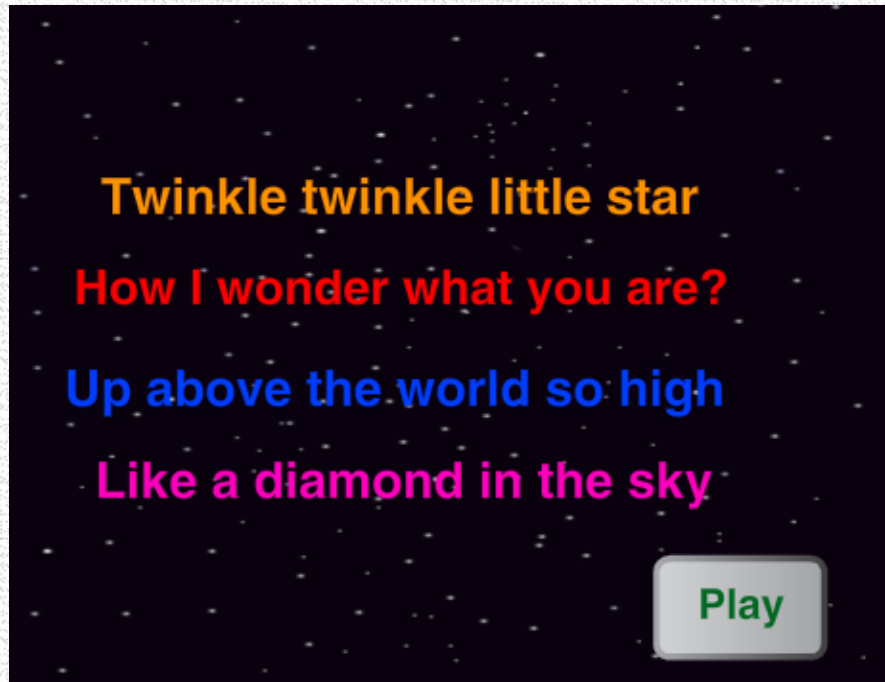
when this sprite clicked

play sound all



Let's share the correct option.

Sing a Rhyme: (Kids work on their own...)



The screenshot shows the Scratch programming environment. On the left, the 'Scripts' palette is visible with categories: Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks. The main workspace shows a script for a sprite:

- when this sprite clicked
- play sound all

Below the script, the 'Motion' palette is expanded, showing the following blocks:

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: 159 y: -144
- go to mouse-pointer

Assessment

Closing:

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

Thank you