

Lesson 1: Sing a Rhyme

Name: _____ Grade: _____ School: _____ Date: _____

Graphic Organizer

Kids can feel free to draw to share their response

1. What things we will need on the stage?

2. What should happen on the stage?



Assessment

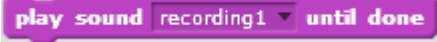
1. Choose the correct answer

1. Which icon you would click to create a new backdrop?

- A)  B)  C)  D) 


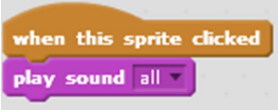
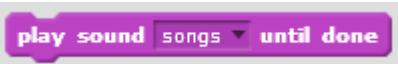
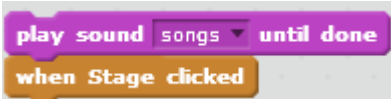
2. Which icon would allow you to record a sound?

- A)  B)  C)  D) 

3. What will happen when the block  is clicked?

- A) sprite will say "recording 1"
B) sprite will play "recording 1"
C) sprite will move 50 steps
D) sprite will play "recording 1" till the recording is finished

4. 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)  B) 
C)  D) 

5. What will happen to a sprite when the following instructions are given?

```
when Stage clicked
  play sound songs until done
```

- A) When the stage is clicked computer will play a file called "songs"
B) When the sprite is clicked computer will play a file called "songs"
C) When the stage is clicked computer will play a file called "songs" till it gets finished
D) When the sprite is clicked computer will play a file called "songs" till it gets finished

6. Say Yes or No and give reason.

Will the program below help the sprite to play a file named "songs" till its finished and then play a "pop" sound when the stage is clicked.

```
when Stage clicked
  play sound songs until done
  play sound pop
```

Reflection Journal

Kids can feel free to draw to share their response

1 What did we do today?

2 What is one thing that you liked in the class the most?

3 What did you learn?