

Lesson 2: Things Around me

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?

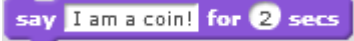
2. What should happen on the stage?

Assessment

1. Choose the correct answer

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

- A)  B)  C)  D) 

2. What will happen with the block  ?

- A) sprite will say "I am a coin!" till it says something else
 B) sprite will play "I am a coin!"
 C) sprite will say "I am a coin!" for 2 seconds
 D) sprite will play "I am a coin!" and wait till the recording is finished

3. What will happen with the block  ?

- A) sprite will run the program when its clicked
 B) sprite will run the program when the stage is clicked
 C) sprite will check if its clicked
 D) sprite will check if the mouse is clicked

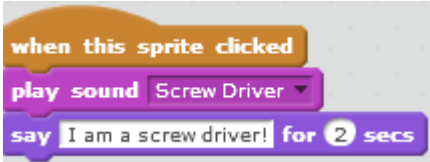
4. What will happen to a sprite when the following instructions are given?

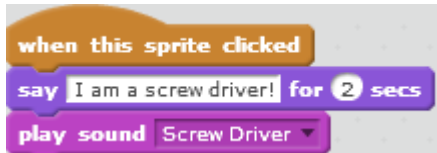
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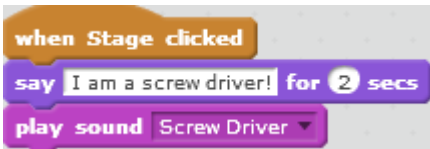
when this sprite clicked
  play sound Coin
  say I am a coin! for 2 secs
    
```

- A) When the stage is clicked computer will play a file called "Coin" and then say "I am a coin!" for 2 seconds
 B) When the sprite is clicked computer will play a file called "Coin" and then say "I am a coin!" for 2 seconds
 C) When the stage is clicked computer will say "I am a coin!" for 2 seconds and then play a file called "Coin"
 D) When the sprite is clicked computer will say "I am a coin!" for 2 seconds and then play a file called "Coin"

5. We want to make an application about things around us. In the application, we want to write a program for screw driver to play a file called "Screw Driver" and then say "I am a Screw Driver" for 2 seconds. Which of the following program given will work?

A) 

B) 

C) 

D) 

5. Say Yes or No and give reason.

Will the program below help the sprite to play a file called "Coin" and then say "I am a coin!" for 2 seconds when the sprite is clicked?

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when Stage clicked
  play sound Coin
  say I am a coin! for 2 secs
    
```

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?