

Course Beginner: Lesson 2 Things Around Me

Lesson Plan

Objective

We (Students) will create an application having pictures of different objects around us and label it and its function with our voice.

- 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

Materials

- Head phone with microphone

Assessments

A) Plugged:

Students will make application having different objects around them and label it with their voice.
(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-2-things-around-me/>
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/318856116/>

Plan (40 minutes + 5 minutes buffer)

Introduce the objective (2 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. Pictures of the objects around me as sprites
 3. Introduction of objects recorded in my voice

2) What will happen on the stage?

The computer will introduce the objects through speech bubble and my voice when the objects are clicked.

[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 make the application using blocks. Teacher will also explain the function of the block.



We do (Kids practice with teacher) (3 minutes)

[Slide 5] Teacher asks questions to kids "What you are supposed to do?" (First, they create a backdrop, then bring the pictures of things around them as sprite and then write codes to play and say about them in form of speech bubble.)

[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 6 and 7] 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 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

[Correct answer is A]

2) 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?



[Response: No. Because the event is incorrect. The event should be when the sprite is clicked.]

You Do (Kids practice in pairs) (11 minutes)

[Slide 8] Teacher asks student to start their work to make the application. Teacher instructs kids that they can make application about things they like around them. They can click the pictures with help of camera and get the picture in the computer through pen drive or through mail. 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 are they are doing? Or what are they learning? Or ask Reflection Journal Questions?]

Assessment (7 minutes)

[Slide 9] Teacher asks students to solve the assessments independently in the student companion. Teacher may explain what kids are supposed to do.

Closing (5 minutes)

[Slide 10] Teacher asks Reflection 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?

[Note: Students are also supposed to write the response to the these questions in the student companion.]