Code to Enhance Learning

Course 1: Lesson 2
Things Around Me
Objective:

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

Let’s look at the project!
Things Around me:

Thinking Questions:

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 should happen on the stage?

The computer will introduce the objects through speech bubble and my voice when the objects are clicked.
Things Around Me: (Teacher models...)
Things Around Me: (Teacher work with kids…)

• What should you do first?
• What should you do next?
Quiz 1:

Talk to your partner:
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

Let’s share.
Talk to your partner:
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?

Let’s share.
Things Around Me: (Kids work on their own...)
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