Course Beginner: Lesson 3 Things I do in a day
Lesson Plan

Objective:

Students will make an animation to narrate things they do in a day in sequence.

- 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:

- Images of different activities
- Head phones with microphone
- Graphic Organizer

Assessments:

A) Plugged:
   Students will make an animation to narrate things they do in a day in sequence.
   (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-3-things-i-do-in-day/
  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/318856197/

Plan (40 minutes + 5 minutes buffer)

Introduce the objective. (3 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.
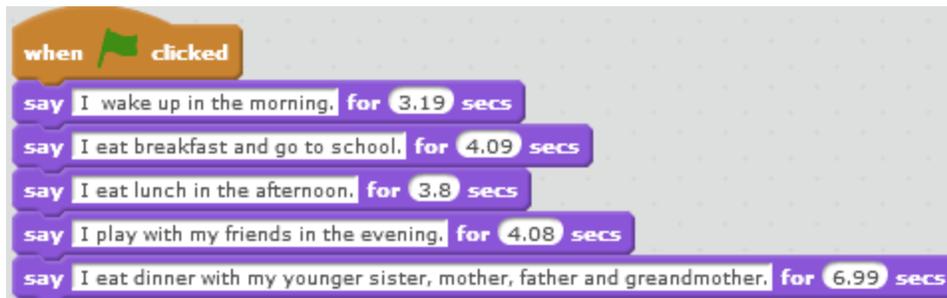
I do (Teacher explain and demonstrates) (7 minutes)

[Slide 3] Teacher will model by thinking aloud and then brainstorm with kids to find relevant information by asking the following questions,

1) What things we will need on the stage?
1. Relevant background for each things that I do
2. Sprite to narrate
3. Narration of the things recorded in my voice

2) What will happen on the stage?
1. The sprite will narrate events in my voice and through speech bubble.
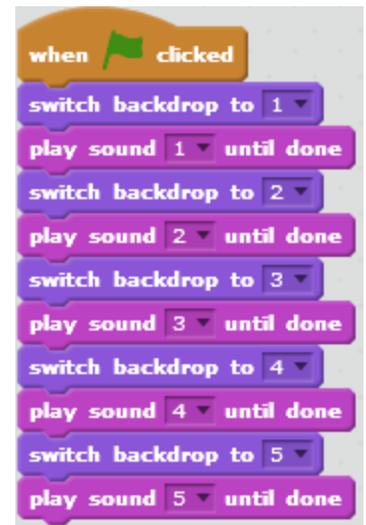2. The backdrop will keep on changing as the events are going to change.

[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.

Codes for the sprite	Codes in the backdrop

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) program will run when green flag is clicked
B) program will run when the sprite is clicked
C) sprite will check if the green flag is clicked
D) sprite will check if green color is clicked

[Correct answer is A]

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

A) When green flag is clicked sprite will change its costume to "1" and then play sound file "1" and wait until its done before running the next block
B) When green flag is clicked stage will change the backdrop to "1" and then play sound file "1" and wait until its done before running the next block
C) When green flag is clicked stage will play sound file "1" and wait until its done and then change the backdrop to 1
D) When green flag is clicked stage with change the backdrop to 1 and then play sound file "1"

[Correct answer is B]

You Do (Kids practice in pairs): (15 minutes)

[Slide 8] Teacher asks student to start their work to make the application. Teacher instructs kids that they have to make application about things they do in a day. 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 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 these questions in the student companion.]