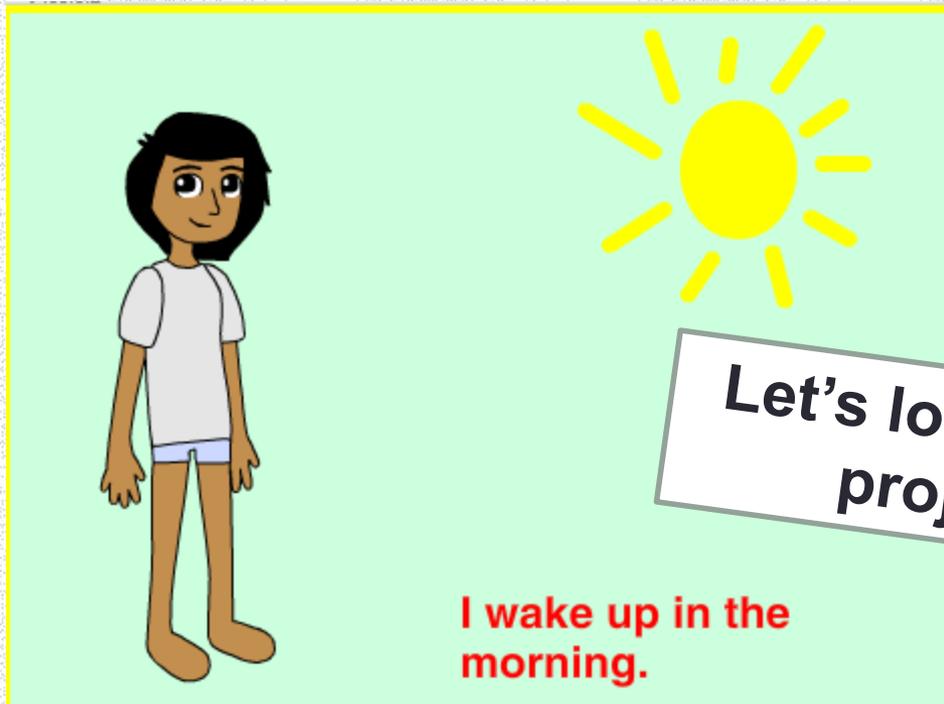


Code to Enhance Learning

Course 1: Lesson 3
Things I do in a day

Objective:

We will make an animation to narrate things we do in a day in sequence.



Things I do in a day

Thinking 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 should 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.

Things I do in a day (Teacher models...)

v456.0.2

Motion | Events
 Looks | Control
 Sound | Sensing
 Pen | Operators
 Data | More Blocks

Stage selected:
No motion blocks

when green flag clicked
 switch backdrop to backdrop1
 play sound 1 until done
 switch backdrop to school1
 play sound 2 until done
 switch backdrop to school2
 play sound 3 until done
 switch backdrop to school3
 play sound 4 until done
 switch backdrop to school4
 play sound 5 until done

**I eat breakfast and go to school.
 I learn and play in the school.**

Sprites | New sprite:

Stage
5 backdrops

Dani

New backdrop:

x: -211 y: 180

Things I do in a day (Teacher works with kids)

- What should you do first?
- What should you do next?

The image shows a Scratch project workspace. The stage has a yellow background and contains a character named Dani, a red apple, and a school building. The text on the stage reads: "I eat breakfast and go to school. I learn and play in the school." The block palette on the right shows categories: Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks. The script area contains a sequence of blocks: "when clicked", "switch backdrop to backdrop1", "play sound 1 until done", "switch backdrop to school1", "play sound 2 until done", "switch backdrop to school2", "play sound 3 until done", "switch backdrop to school3", "play sound 4 until done", "switch backdrop to school4", and "play sound 5 until done". The sprites panel at the bottom shows a character named Dani and a stage with 5 backdrops.

Quiz 1:



Talk to your partner:

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



Let's share.

Quiz 2:



Talk to your partner:

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

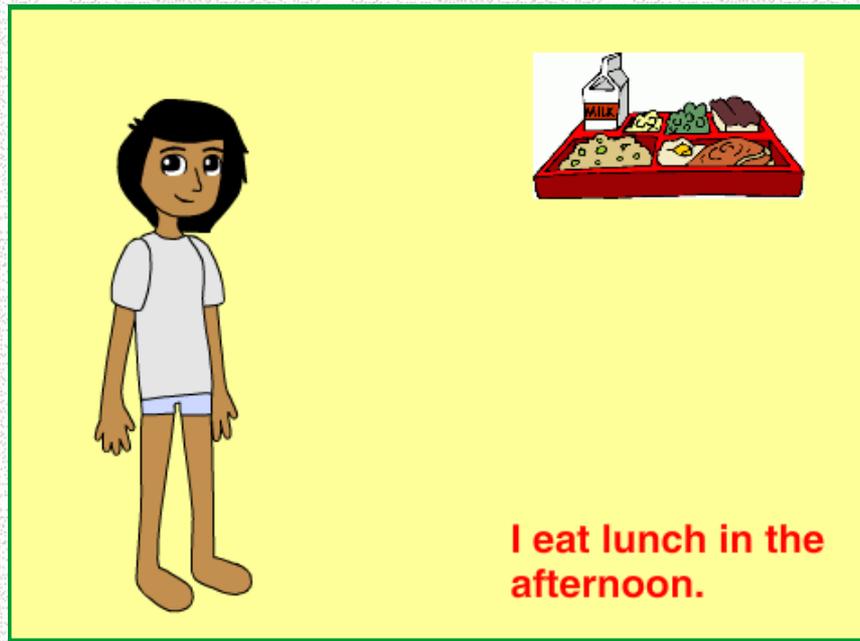


- A) When green flag is clicked sprite will change its costume to “1” and then play sound file “1” and wait until its done before running the next block
- B) When green flag is clicked stage will change the backdrop to “1” and then play sound file “1” and wait until its done before running the next block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



Let's share.

Things I do in a day (Kids work on their own)



Motion	Events
Looks	Control
Sound	Sensing
Pen	Operators
Data	More Blocks

Stage selected:
No motion blocks

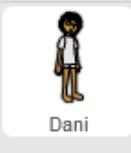
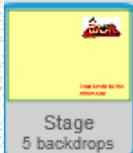
```

when green flag clicked
  switch backdrop to backdrop1
  play sound 1 until done
  switch backdrop to school1
  play sound 2 until done
  switch backdrop to school2
  play sound 3 until done
  switch backdrop to school3
  play sound 4 until done
  switch backdrop to school4
  play sound 5 until done
  
```

X: -224 Y: 178

Sprites

New sprite:



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