Learn to program on phone with Pocket Code

Lesson 2: Play a Rhyme

Twinkle Twinkle Little Star
How I wonder What You Are!
Up Above The world so high.
Like a Diamond In the Sky!
About CEL

Code to Enhance Learning is nonprofit uses coding as a tool to build critical thinking, creativity, collaboration and perseverance in children in grade 5-9.
Lesson 2
Play a Rhyme
Objective:

We will make an application to play out favorite rhyme.
What have we learnt till now?

1) What is a program?
The instructions that a computer can understand to complete a given task is called **Program**. Program is also called a Code or a Script.

2) What is Pocket Code?
An application which allows us to write program using block based language to make animation, games and application.

2) What is sequence?
Things in a logical order.
Events

In modern applications, making it interactive is important to keep the users engage. For example, when you click on your phone the application starts, swiping a screen to change the content, etc.

Such actions tells computer what it is supposed to do and are called Events. Events are defined as an action which causes other things to happen.

Talk to your partner:
- Where have you seen events in real life?

Let’s share the response.
Play a Rhyme: (Teacher Models)

Let’s do abstraction (i.e. to identify important details) to make understand project and make it simple

1) What will happen on the stage?

闻言: On tapping the screen, the lyrics of rhyme will show and the rhyme will play

2) What sprite and backdrop will be needed on the stage?
Play a Rhyme: (Teacher Models)

Let’s make the project and write codes for the sprites…

Backdrop

Codes/Programs
Quiz:

1. What is an event?
Quiz:

2. Which of the following blocks will you use to run a program when the stage is tapped?

A) When scene starts

B) When tapped

C) When stage is tapped

D) When you receive new message
Closing:

• What did we do today?
• What is one thing that you liked in the class the most?
• What did you learn?