

Explore: Events

Green Level Unit 2

Objectives

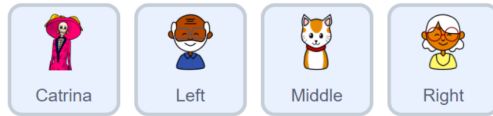
In this activity, students will:

- Explore an existing Scratch project on parallelism using the TIPP & SEE Model
- Remix the TIPP & SEE projects

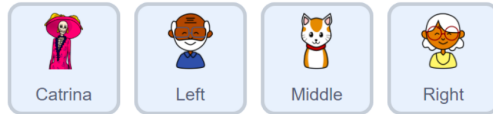
Activity Description (45-60 minutes)

5 min.	★ Introduce: Activate students' prior knowledge from the previous lesson on events.
5-10 min.	💥 MINI-LESSON (optional) Review the concept of events using pages 7 and 8 (EN / SP) in the Green Level Student Workbook. (5-10 min.)
10-20 min.	 PLAN Provide students with enough time to explore the TIPP&SEE Projects - Ofrenda (pages 5-6). Drop the link in the students' Googleclassom and students will be able to access the program with very little problem. Students should then read the title , instructions (how to use it), and purpose (skills to learn) of the project. Plan to mention that all projects must have these three components. This information helps the user under the program and the code inside. Provide time to review the answers and reasons why that's the best option.
20-25 min.	 TINKER TIME Provide students with work time in Scratch to begin creating their own version of the Trick or Treat program. Remind students how to navigate to the Scratch website , log in to their account, so they can save their work. During Tinker Time, students should do the following: 1. Select who talks when you click      Catrina Left Middle Right

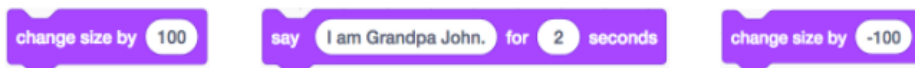
2. Select who talks when you click the spacebar:



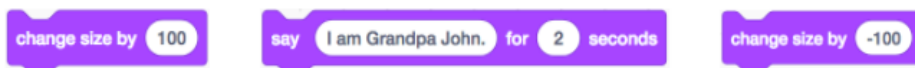
3. Select who talks when you click on them:



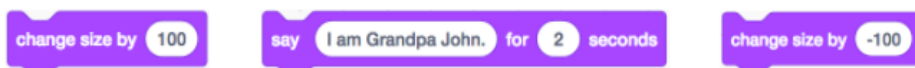
4. Click the block that makes the sprite **bigger**:



5. Click the block that makes the sprite **smaller**:



6. Click the block that makes the sprite **talk**:



Going Deeper:

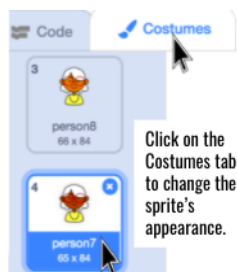
Using the Left sprite's code, what happens when you:

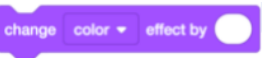
1. Change the number in the size block to **200**.
Click on the Left sprite. Was the sprite **BIGGER** or **SMALLER** than before?
2. Change the number in the size block to **-300**. Do bigger numbers with a minus sign in front make the sprite **BIGGER** or **SMALLER**?

Reload the project, click the remix button, click share, then:

Put your family members in the Ofrienda!

- Change the Costume for all 3 sprites to represent your family or pets



	- Start your script with a  block then: - Tell a story using the  blocks - Animate sprites using  
5 min.	 REFLECT Ask students to think back on their experience using the TIPP&SEE project today by responding to these reflection prompts: - How did the Ofrienda program help you understand events in computer science? - How would you explain events to another person? - Can you think of events that happen in your life? What are they?

Reviewing Student Work

- ★ Are students using parallelism to make things happen in their projects? Are students using events to make things happen in their projects? Are their events triggering a sequence of 2 or more actions, instead of just 1 action? Are they using the “when green flag clicked” event to *initialize* their project?

Lesson Notes

- ✚ Utilize a variety of resources to help students who get “stuck” while working on their project in Scratch. Encourage them to ask peers for support, explore [Scratch tutorials](#) or [Starter Cards](#), or utilize one of [these strategies](#) to get unstuck!