

3.4 About Me: Build

Students will be able to:

1. Demonstrate the concept of resetting a sprite to its initial state (size and location).
2. Create a Scratch project with events that share something about themselves with the user.

Learning Activity Summary

1. Debugging exercise (10 minutes)
2. Review Building Guide and Rubric (5 minutes)
3. Time to build individual “About Me” Projects (35 minutes)

 Optional: Turn and Talk (5 minutes)

Student Materials

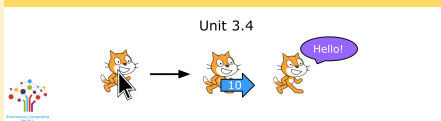
- [3.4 Student Workbook](#) p.40, 39, 66
- Computer with Internet

Teacher Preparation

- [3.4 Slide Deck](#) projected
- Create a Class Studio “About Me”
- Debugging challenge: bit.ly/aboutbug
- Debugging Solution: bit.ly/aboutfix
- Teacher’s “About Me” Project Tips

3.4 Lesson Presentation

About Me: Build

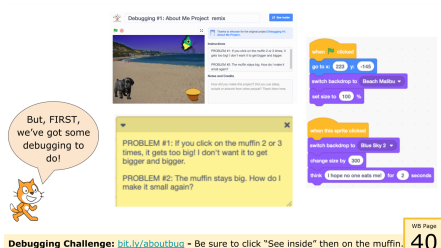


EXPLORE ELABORATE



Build anticipation for transforming the plan they created last lesson into a program!

DEBUGGING CHALLENGE



If you would like to demonstrate the problem by showing the project, it can be found at bit.ly/aboutbug

SOLUTION #1:
Use the SET block instead of the CHANGE block.

when this sprite clicked
switch backdrop to Blue Sky 2
set size to 300%
think I hope no one eats me! for 3 seconds

bit.ly/aboutfix - Be sure to click "See inside" then on the muffin.

40

The solution: Use the SET block instead of the CHANGE block.

Here is the solution: bit.ly/aboutfix

Be sure to click on the muffin sprite to see the code.

SOLUTION #2:
Use the SET block to set the size back to 100%.

when this sprite clicked
switch backdrop to Blue Sky 2
set size to 300%
think I hope no one eats me! for 3 seconds
set size to 100%

bit.ly/aboutfix - Be sure to click "See inside" then on the muffin.

40

The solution: Add the SET block to set the size back to 100%.

Here is the solution: bit.ly/aboutfix

Be sure to click on the muffin sprite to see the code.

BUILD: ABOUT ME

ABOUT ME Building Guide

Backdrop and 3 sprites

Create scripts

Here are a few of the action blocks you can use in your scripts:

bit.ly/aboutfix - Be sure to click "See inside" then on the muffin.

40

Refer to this sheet for students who need help starting their project.

Be sure to remind students to add their project (hiSS only) to the class Studio so you will have access to it.

Share & +Add to Studio "About Me"

ABOUT ME Checklist

	1: I did it!	2: I did a little extra!	3: Challenge Accepted!
BACKDROPS & SPRITES	☐ Used backdrop(s) and 3 sprites from the Scratch library.	☐ Used at least one IMPORTED image for a sprite or backdrop in my project.	☐ EDITED at least one costume of a sprite or a backdrop.
EVENTS	☐ Created 2 scripts for each sprite. ☐ Used 2 different event blocks in my project.	☐ Created 2 scripts for each sprite. ☐ Used more than 3 different event blocks in my project.	☐ Created 2 scripts for each sprite. ☐ Used more than 3 different event blocks in my project.
ACTIONS	☐ Each sprite SAYS or THINKS something about me. ☐ Each of my sprites does 2 actions.	☐ Each sprite SAYS or THINKS something about me. ☐ Each of my sprites does 2 different actions. ☐ Used at least one look, motion, and/or sound block.	☐ Each sprite SAYS or THINKS something about me. ☐ Each of my sprites used at least one different look, motion, and/or sound block. ☐ Used a block for the first time.

39

Remind students that they will share their projects in the next class. The rubric is used as a guide for students to challenge themselves for their project. If possible, encourage them to finish their projects at home!



TURN AND TALK

Look at the checklist for this project in your workbook on page 38.

- Ask a classmate which column he/she will aim for in the:
Backdrops and Sprites
Events
Actions
- Ask your classmate which line will be most challenging?

(Optional) You can stop students Building time and have them continue the following day. With about 5 minutes left, have students ask the person next to him/her to explain their plan. Tell them that it is ok to change their plan if they want to borrow their partner's idea. Projects become better when ideas are shared and borrowed.