

Build-a-Band: Showcase

Green Level: Build-a-Band, Lesson 3

Objectives

In this activity, students will:

- participate in a showcase of their Build-a-Band project.
- provide a self-assessment of their work, and better understand how their teacher will assess their work.

Activity Description (45-60 minutes)

5 min.	Review the idea of creating your own band in Scratch with clickable sprites driven by events and music controlled by loops . Consider asking for volunteers to show the class what they began building in Scratch last class.
15-25 min.	<p>Provide students with work time in Scratch to continue working on their Build-a-Band projects. Remind students how to navigate to the Scratch website, log in to their account, and access the project they already began by clicking on “My Stuff”. Use the Build-a-Band planning guide and Exploring Musical Instruments and Build-a-Band workbook pages (18-19) to help guide students as they continue planning and creating in Scratch.</p> <p>Guide students to include loops in their project to control how many times a musical note, phrase, or melody repeats. Remind students to think about the events that will trigger actions in their projects. Also ask them to consider which scripts they want to run at the same time, using parallelism, and how their scripts will reset back to a starting point.</p> <p>Encourage students to work together, ask each other for help, and share what they are figuring out. Identify “student experts” for Scratch-specific tasks who can help their peers (i.e. using the sound blocks, adding a backdrop, changing the color of a sprite).</p>
10-15 min.	<p>At the end of students’ work time, review how to share a Scratch project and add it to a class studio (created ahead of time by the teacher). Learn how to add a project to a studio in Scratch 2.0 by clicking here.</p> <p>Review the 2 Stars and a Wish Peer Feedback model with students. Invite students to explore projects in the class studio and provide 2 stars and a wish feedback on at least 2 other projects they interacted with in the studio.</p>

	Alternately, you may wish to explore one of these other showcase options. Find a model that works best for your classroom culture!
10 min.	Provide students with time to self-reflect on the work they did in Scratch using this Build-a-Band self-assessment rubric . After briefly reviewing the rubric with students, ask them to honestly select one rating for each of the 5 categories (music, events, loops, creativity, and perseverance).
5 min.	Ask students to think back on their experience showcasing their Build-a-Band project today by responding to these reflection prompts: <ul style="list-style-type: none"> • What is one thing from your Build-a-Band project you are proud of? • What is one thing from your Build-a-Band project you would change if you had more time?

Reviewing Student Work

- ★ Are students using events to make things happen in their project? Are they using parallel events to trigger more than one thing at the same time?
- ★ Are students making creative use of sounds from the Scratch library? Are students using loops to control the music in their project?
- ★ Use the [teacher version of the Build-a-Band rubric](#) (p. 2) to provide students with detailed feedback on their project.

Lesson Notes

- ✚ This project is a great option to exhibit at a grade-level or school-wide student showcase, parent/community night, or a STEAM/Computer Science celebration!
- ✚ Try turning the showcase into a group performance! Pick student conductors to lead the class in a symphonic cacophony of sound!
- ✚ Consider using the Makey Makey to showcase student Build-a-Band projects! Change “when sprite clicked” events to “when ____ key pressed” events, selected from the 5 keys that can be controlled by a Makey Makey (the four arrow keys plus the space bar). Connect some conductive materials with the alligator clips, ground yourself to earth, then having fun creating music with the Makey Makey!