

Lesson 02

Students should be done (or almost done) with their storyboards. At least 3 scenes, but not more than 4-5 to start. SIMPLE.

Emphasize SIMPLE is better at first. Once their project is done they can go back and add more.

Objectives:

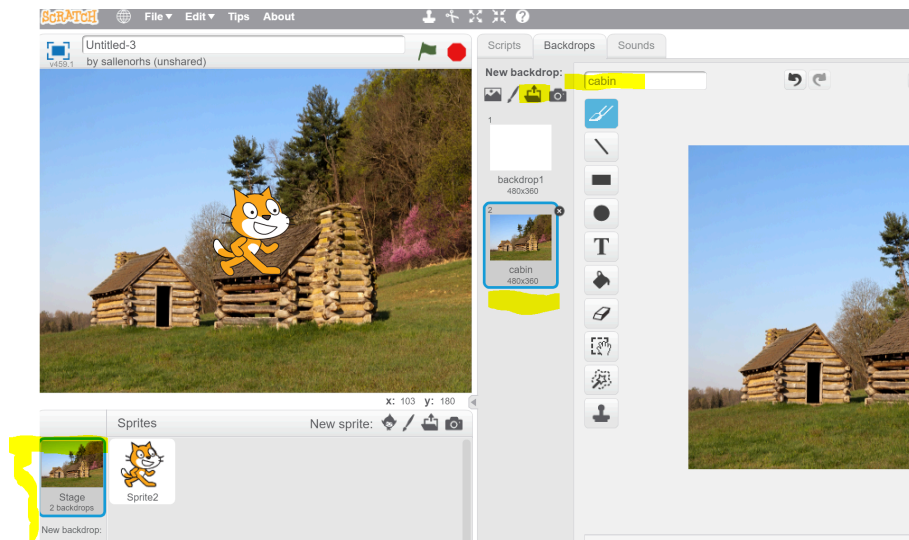
- Students are familiar with resources posted in Google Classroom
- Import backgrounds to stage
- Import sprites, use custom editor to change background to transparent
- Use broadcast to code a conversation between two sprites
- Complete scene 1 of their storyboard

Add the following content into Google Classroom. Show students:

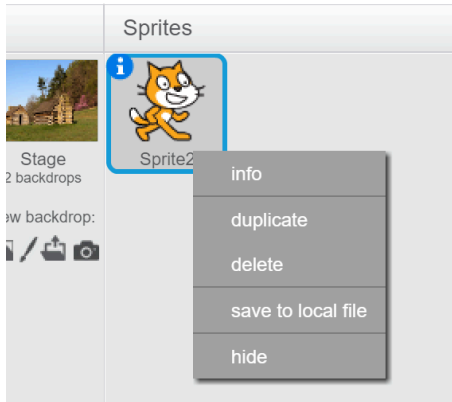
- FAQ posting - tell students to post their questions here and help other students by answering questions if they can. Tell them to watch the [video tutorials](#) for examples of code.
- Image and Audio Resources - Point this section out as a repository of [backgrounds](#) and [sprites](#) they can use. Tell them they can use other clipart they find on the web that is NOT copyrighted.
- Demo - Remind them they can watch the [Thomas Paine demo](#) here.
- Scratch Intro - Open up [IntroScratchProgramming](#) and walk through the steps again. Remind students they are going to CODE ONE SCENE AT A TIME and once they get it working THEN move on to the next scene. Iterative development.

Open up Scratch and do the following demo:

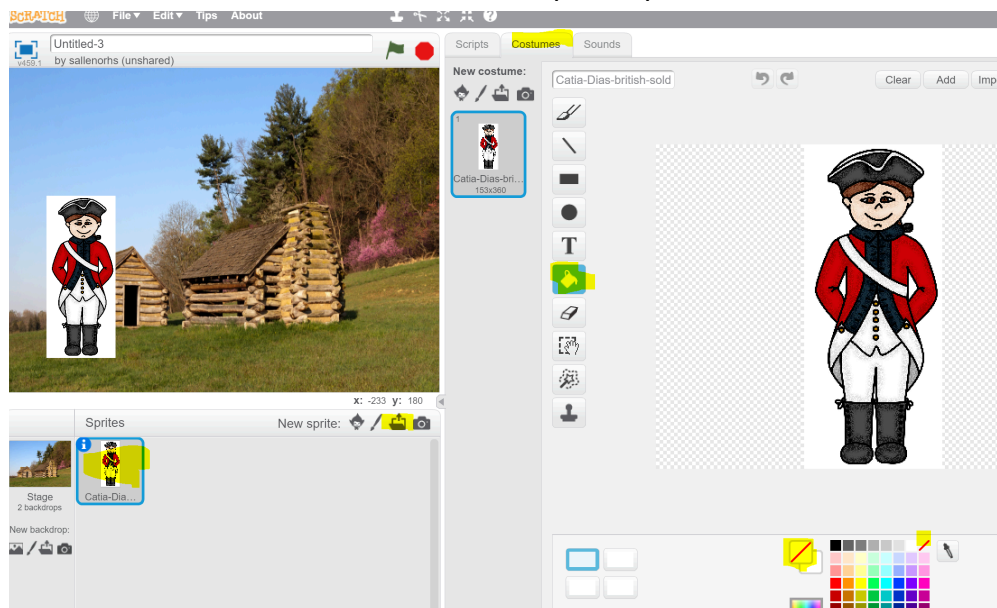
1. Click on stage - backgrounds. Show students how to import a background and rename it.



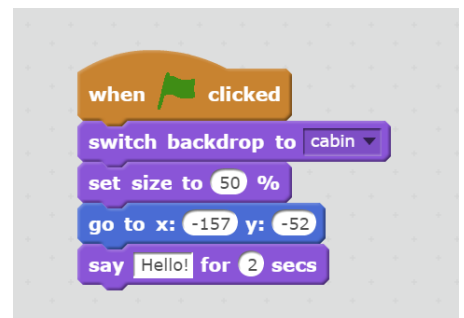
2. Show students how to delete the cat sprite (right click on sprite -> delete)



3. Import a sprite and choose a sprite with a NON-TRANSPARENT background. In scratch, click on costumes and show them how the transparent pen works.

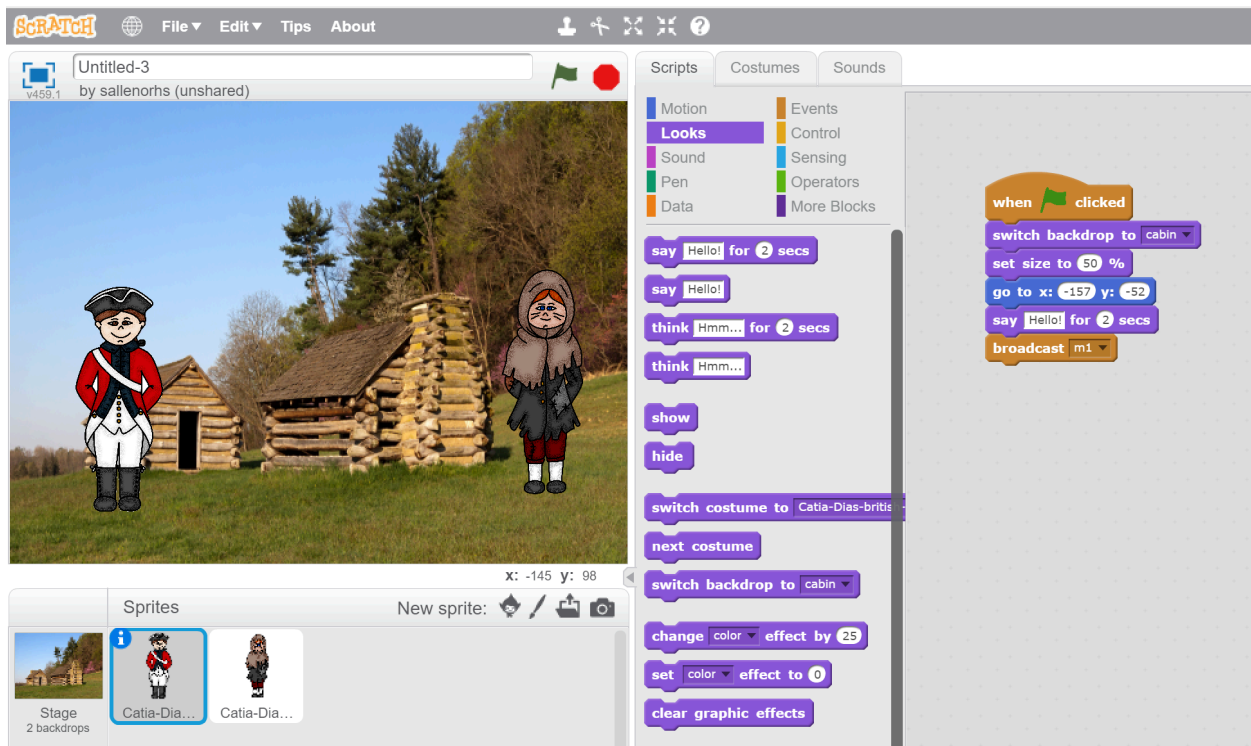


4. Program the sprite to:
 - Change size.
 - Start at a given x,y coordinate when the green flag is clicked.
 - Change background when green flag is clicked.
 - Say “....” for 2 seconds. Tell them to read aloud the text and make sure the user has enough time to read.



3. Import a second sprite and program to:
 - Change size.
 - Start at a given x,y coordinate when the green flag is clicked.

4. Now, demo “broadcast” to have a conversation between sprites. Explain broadcast is like a “talking stick”, the sprite who catches the broadcast can speak. It’s his turn. Or it’s like throwing a ball.
- Sprite 1 Says
 - Sprite 1 Broadcast (m1) I use m1 to abbreviate for ‘message1’ when two sprites are talking on same scene



- Sprite 2 catches broadcast m1 (when broadcast m1 received)
- Sprite 2 Says ...



- Point out that the block currently executing is highlighted in yellow..