



CREATIVE TECHNOLOGY  
RESEARCH LAB

COLLEGE OF EDUCATION  
UNIVERSITY OF FLORIDA

For more information, contact Dr. Maya Israel ([misrael@coe.ufl.edu](mailto:misrael@coe.ufl.edu))

Example 1. Project planning (Developed by Kenwood Teachers at Champaign Unit 4 District)

- 1st Grade

Name: \_\_\_\_\_ Date: \_\_\_\_\_

### Project Planning

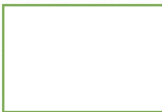


1. This sprite will say:



I have \_\_\_\_\_.

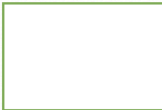
2. This sprite will say:



I have \_\_\_\_\_.

How many \_\_\_\_\_ do we have in all?

3. This sprite will say:



You have \_\_\_\_\_ in all.



Fish3



Fish1



Dog1



Dog Puppy



Butterfly3



Butterfly2



Basketball



Beachball



Ladybug1



Shark



Cat1



Snowman



Penguin3



Apple



Bananas



Name: \_\_\_\_\_ Date: \_\_\_\_\_

## Project Planning



1. This sprite will say:



I have 3 fishes.

2. This sprite will say:



I have 5 fishes.  
How many

3. This sprite will say:

You have 8 fishes in all.



Fish1



Fish3



Dog1



Dog Puppy



Butterfly3



Butterfly2



Basketball



Beachball



Ladybug1



Shark



Cat1



Snowman



Penguin3



Apple



Bananas



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Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Write an addition number story with:**

- Three sprites
- Speech
- Each sprite show move
- sound

### Project Planning

#### 1. Write your number story and pick your sprites.



1. This sprite will say:



I have \_\_\_\_\_.

2. This sprite will say:



I have \_\_\_\_\_.

How many \_\_\_\_\_ do we have in all?

3. This sprite will say:

You have \_\_\_\_\_ in all.

#### 2. Here are some blocks that might be useful:



#### 3. What are some questions that you have, or things you are not sure about?

**Finished?**

- Import or record your own voice so that you narrate the number story for each sprite.
- Change backgrounds to create scenes.
- Show your program to a friend and ask for feedback that will help you improve it.
- Save, share and celebrate!



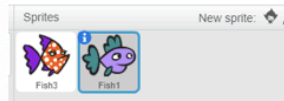
Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Write an addition number story with:**

- Three sprites
- Speech
- Each sprite show move
- sound

**Project Planning**

**1. Write your number story and pick your sprites.**



**1. This sprite will say:**



I have 3 fishes.

**2. This sprite will say:**



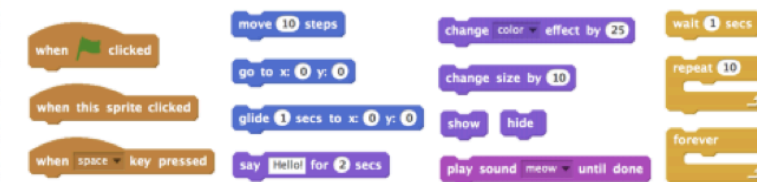
I have 5 fishes.

How many fishes do we have in all?

**3. This sprite will say:**

You have 8 fishes in all.

**2. Here are some blocks that might be useful:**



**3. What are some questions that you have, or things you are not sure about?**

**Finished?**






- Import or record your own voice so that you narrate the number story for each sprite.
- Change backgrounds to create scenes.
- Show your program to a friend and ask for feedback that will help you improve it.
- Save, share and celebrate!

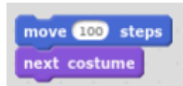
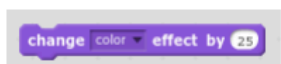


Example 2. Checklist to guide CS project and ensure projects align with project rubric  
(Developed by Kenwood Teachers at Champaign Unit 4 District)



Name: \_\_\_\_\_ Date: \_\_\_\_\_ Checklist

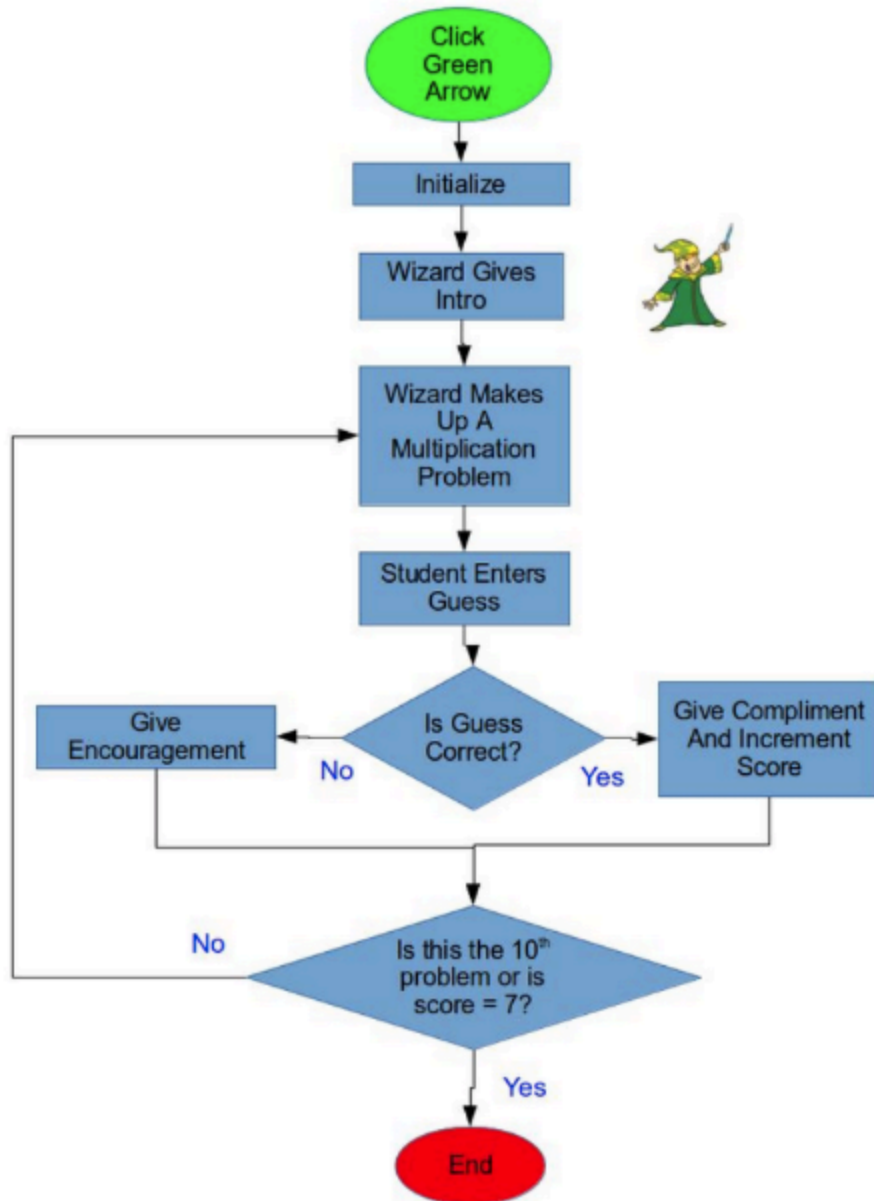
Requirements	✓
 Sprites used to represent number story	
 Multiple backdrops	
 Ask and answer blocks used	
 Conditional created for answer inputs	
 Use broadcast to switch backgrounds/show sprites	

Optional extras	✓
 Have sprites move/animate	
 Change color effects	

- This example is useful for all students in CS/CT instruction with visual supports.

Example 3. Example of adapted version found on Scratch





<http://scratched.gse.harvard.edu/resources/scratch-design-template>

( <https://docs.google.com/document/d/1V4Zxv-XAtBIFMEo-tRFWx90kEBvRMMd0ynkR3gIMfh4/edit#> )

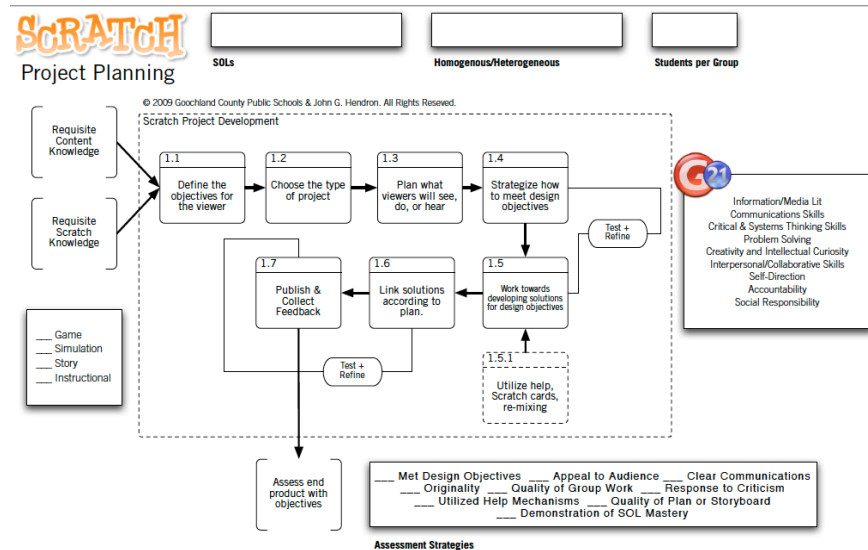




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**Example 4.** Planning flow chart (2009 Goochland County Public Schools & John G. Hendron)



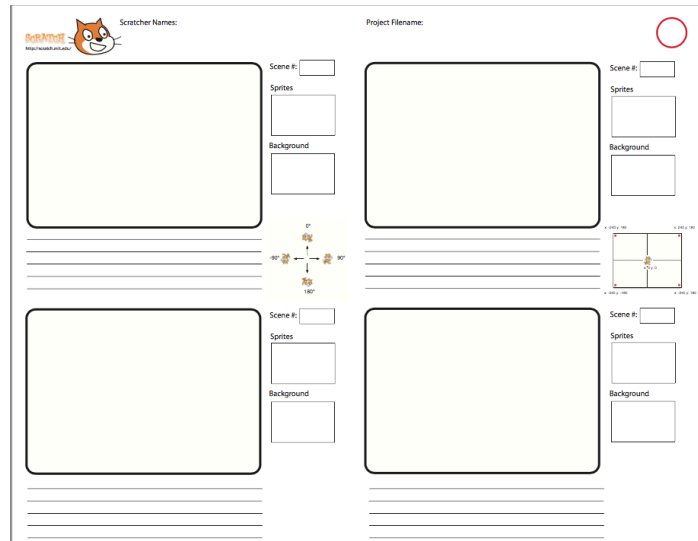
<http://www.gln.d.k12.va.us/wiki/index.php/Handouts/Scratch?action=download&upname=PlanningWorksheet.pdf>

**Example 5.** Scratch Program Planning Template (Created by the Learning Technologies Team)

The form is titled "Scratch Program Planning Template". It includes fields for "My Name:" and "Date:". The form is divided into several sections: "What is the program called?", "What does the program do?", "Variables (e.g. score)", "Who is the program designed for? (audience)", "Sprites (graphics objects)", "Sketch of stage and sprites", "Costumes?", "Stage backgrounds", "Program creation process" (with steps 1, 2, 3, 4), and "Debug and improve". There is a large arrow pointing from the "Program creation process" section to the "Debug and improve" section. The form is created by the Learning Technologies Team (www.ltlonline.net).

<https://static1.squarespace.com/static/51545d53e4b0ebbbab48bec7/t/52e5a1d6e4b0e199271fab3f/1390780886918/scratch+plan+template.pdf>


Example 6. Storyboard: (Goochland County Public Schools & John G. Hendron)




Scratch storyboard template showing four scene boxes (Scene #1, Sprites, Background) and a central timeline area with a Scratch cat sprite.

<http://www.glnd.k12.va.us/wiki/index.php/Handouts/Scratch?action=download&upname=ScratchStoryboard.pdf>

Example 7. Magic Carpet: Formative assessment (Adapted from Behaviour Rubric created with @ Mark Dorling) - Adapted with permission

<p><b>List the objects you will need to make</b>          Carpet, Start, Finish (Target), cloud backgrounds, Instructions, aim of the game</p> <div style="text-align: center;">  <p><b>Magic Carpet P3</b></p> </div> <p><b>Aim of the game:</b>          Steer the carpet to safety          avoid the wool hitting the clouds          Press i for more instructions</p> <p><b>Magic Carpet Decomposition Sheet Answers</b>          Name _____</p> <p>Class _____</p> <p>I debugged _____</p> <p>Teacher _____</p>	<p><b>Circle all the things the game does at the moment</b></p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Move when the 1 key is pressed</li> <li><input checked="" type="checkbox"/> Zoom when the z key is pressed</li> <li><input checked="" type="checkbox"/> Move further when the 2 key is pressed</li> <li><input checked="" type="checkbox"/> Darken the background when the k key is pressed</li> <li><input checked="" type="checkbox"/> Turn to the right when right arrow key is pressed</li> <li><input checked="" type="checkbox"/> Spin round when the s key is pressed</li> <li><input checked="" type="checkbox"/> Turn to the left when the left arrow key is pressed</li> <li><input checked="" type="checkbox"/> Grow the carpet when the b key is pressed</li> <li><input checked="" type="checkbox"/> Leave a trail when d key is pressed</li> <li><input checked="" type="checkbox"/> Stop leaving a trail when the u key is pressed</li> <li><input checked="" type="checkbox"/> Clear all lines when the c key is pressed</li> <li><input checked="" type="checkbox"/> Show instructions when the i key is pressed</li> <li><input checked="" type="checkbox"/> Change to a new background when the x key is pressed</li> <li><input type="checkbox"/> Shrink the carpet when the t key is pressed</li> </ul> <p><b>What would you add to the game?</b></p>
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<http://code-it.co.uk/wp-content/uploads/2017/01/MagicCarpetPlanning.pdf>

Taking notes vs guided notes. (Give some examples that are partially filled in.)