For more information, contact Dr. Maya Israel (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:<br>I have _____ _____. |
| 2. This sprite will say:<br>I have _____ _____.<br>How many _____ do we have in all? |
| 3. This sprite will say:<br>You have _____ _____ in all. |

Fish3

Fish1

Dog1

Dog Puppy

Butterfly3

Butterfly2

Basketball

Beachball

Ladybug1

Shark

Cat1

Snowman

Penguin3

Apple

Bananas

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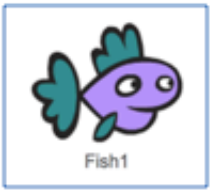
Name: _____ Date: _____

# 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.

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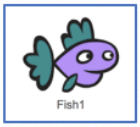
Name: _____ Date: _____

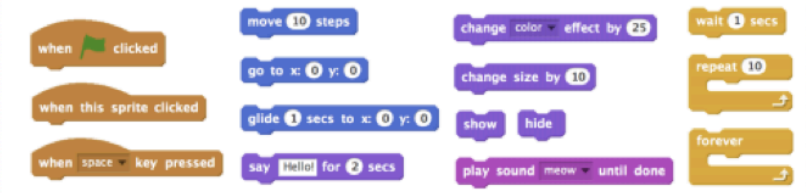
**Write an addition number story with:**
-Three sprites
-Speech
-Each sprite show move
-sound

**Project Planning**

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

| |
|---|
| 1. This sprite will say:<br> <br>Fish3<br>I have ____ _____. |
| 2. This sprite will say:<br>  <br>Fish1<br>I have ___ _____ ____.<br>How many _____ do we have in all? |
| 3. This sprite will say:<br>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
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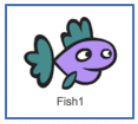
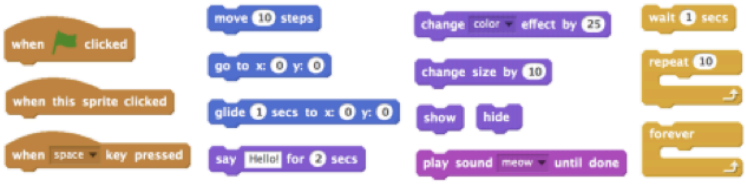
**Project Planning**

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

| |
|---|
| 1. This sprite will say:<br> <br>I have __3__ ___fishes____. |
| 2. This sprite will say:<br>  <br>I have ___5___ ____fishes___.<br>How many fishes do we have in all? |
| 3. This sprite will say:<br>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?**

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- **Import or record your own voice so that you narrate the number story for each sprite.**
- **Change backgrounds to create scenes.**
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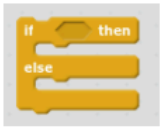
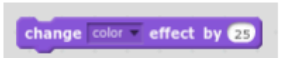
- **Save, share and celebrate!**

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

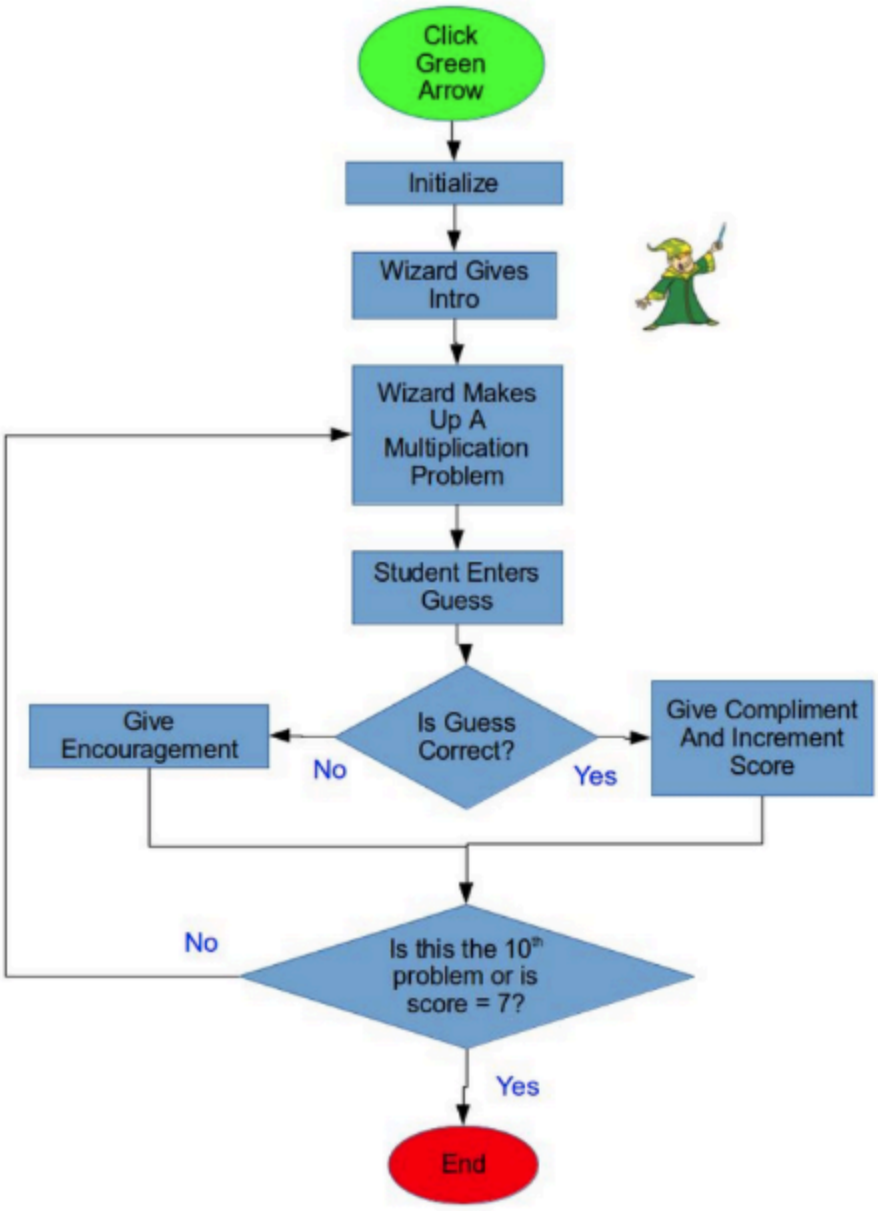
| Requirements | ✓ |
|---|---|
| Sprites used to represent number story | |
| Multiple backdrops | |
| Ask and answer blocks used | |
|   Conditional created for answer inputs | |
| Use broadcast to switch backgrounds/show sprites | |

| Optional extras | ✓ |
|---|---|
| Have sprites move/animate | |
|   Change color effects | |



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

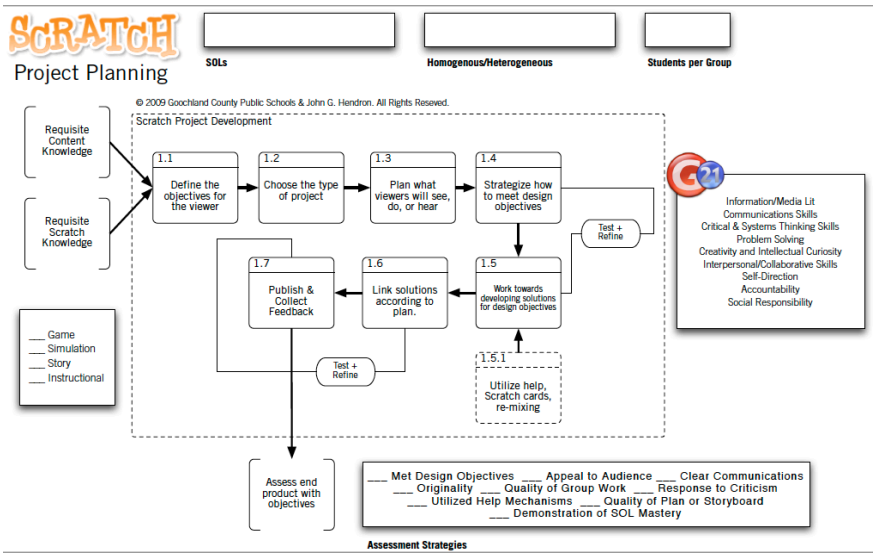
Example 3. Example of adapted version found on Scratch




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

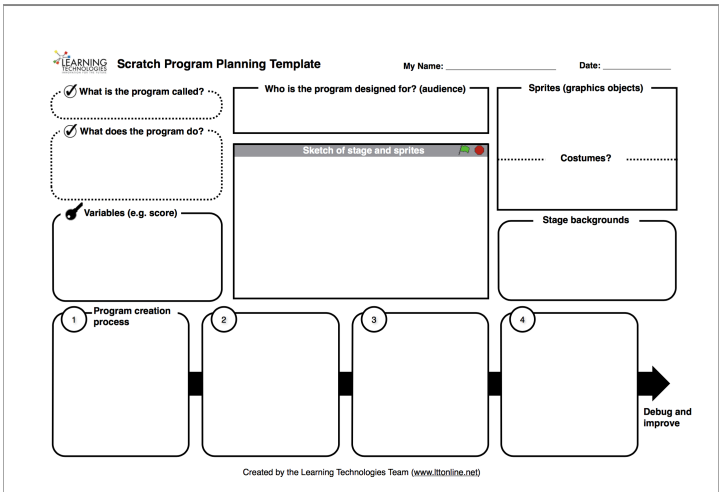
( https://docs.google.com/document/d/1V4Zxv-XAtBlFMEo-tRFWx90kEByRMMd0ynkR3gIMfh4/edit# )

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



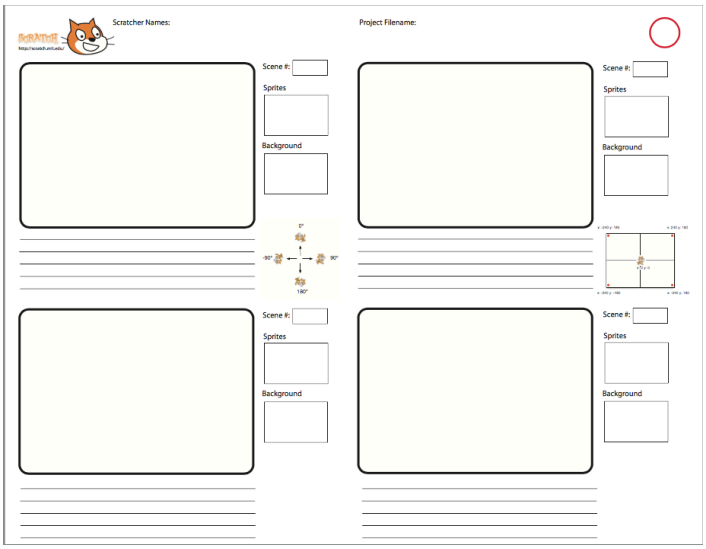

http://www.glnd.k12.va.us/wiki/index.php/Handouts/Scratch?action=download&upname=PlanningWorksheet.pdf

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



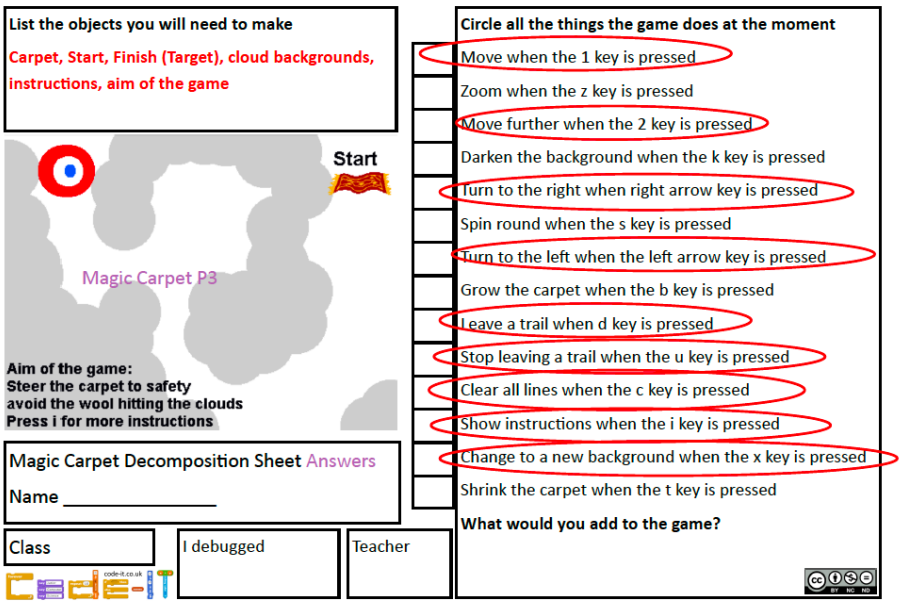

https://static1.squarespace.com/static/51545d53e4b0ebbbab48bec7/t/52e5a1d6e4b0e199271fab3f/1390780886918/scratch+plan+template.pdf

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




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



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.)