

1.4 Quest: Under the Sea

Students will be able to:

1. Follow the RoaR and hiSS procedure for saving a project to their Scratch account, sharing and adding the link to the classroom studio
2. Modify, delete, and add coding blocks in a project

Learning Activity Summary

1. Quest: Under the Sea
 - a. Review TIPP&SEE (5 minutes)
 - b. Sign into Scratch and access the project (5-10 minutes)
 - c. RoaR and hiSS procedure for saving projects (5-10 minutes)
 - d. Quest (20 minutes)
 - e. Sharing and Reflecting (10 minutes)
 - f.  *Optional Turn & Talk: What did you learn? (5 minutes)*

Student Materials

- [1.4 Workbook pages](#) p.10
- Computer with Internet

Teacher Preparation

- [1.4 Slide Deck projected](#) - sound required for videos
 - [RoaR and hiSS procedure: saving projects to a class studio](#) video
 - U1 Quest Scratch Project bit.ly/SeaHunt
- **Create a Class Studio: “Quest: Under the Sea”**
- (Optional) [Scratch TIPP&SEE Small Poster 8.5x11”](#)
- (Optional) [RoaR&hiSS Small Poster 8.5x11”](#)



[U1 Quest: Under the Sea](#)

(Make a copy of the Google Form to your Google Drive and “send” url link to students.)

1.4 Lesson Presentation

Quest: Under the Sea

Unit 1.4



MODIFY

What is TIPP&SEE?



A guide to understand and learn from an existing Scratch Project.

Framework developed by



Unit 1.4 Quest

Review TIPP&SEE

Tell students that they used the **TIPP&SEE** strategy last session to help them understand and learn from an existing Scratch Project.

A Scratch project has an “outside” and an “inside” section.

OUTSIDE This is for the "user" or person who is looking at the project. They can see information and interact with the project.



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The "outside" of Scratch is what the "user" or person who is using your project can see.

TIPP focuses on the OUTSIDE of the project and how to learn from that information.

The "inside" of Scratch is where we see the scripts that the "coder" created

SEE focuses on the INSIDE of the project. This helps you find the code you want to explore.

Your Turn!

1

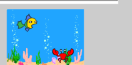
Sign-in on [Scratch.mit.edu](https://scratch.mit.edu)



2

Open the project

Click: bit.ly/SeaHunt



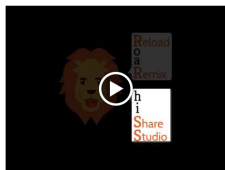
Explain to students that today they are going to modify an existing project (the same project used last session in the TIPP&SEE) called Under the Sea.

Further explain that they will add and update the code and save it to their account by remixing the project.

Students will need to sign in to their scratch accounts using their Scratch username (Scratch ID) and passwords. This can take a while the first few times students log in.

Quest: Under the Sea (Tinker)

Before you explore a project on your own:



Video created by [Tinker](#)

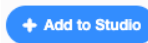
Sign in to your Scratch Account and...



Before students begin the Quest worksheet, have them practice the procedure of saving and sharing their project:



[Roar & hiSS: Reload. Remix. Share. and add to Studio](#)

- First, have students click on the **Reload**  icon of their browser (*this is only needed if any changes were made that you want to back out*)
- Next, ask students to click on the  button to create a copy of the project to their account. Note: The green Remix button will only be visible if the student is signed in! Optional - **Have them rename the project to your liking.**
- Then, have students click on the  button to share the project with all scratch users
- Finally, ask students to click the  to share their project in the classroom studio..

Work with students to make sure that their project is remixed, shared, and added to the classroom studio “**Quest: Under the Sea**” that you created.

Page 10 in Student Workbook

Quest: Under the Sea

1. Click: bit.ly/SeaHunt

2. Your Quest (check ✓ tasks as you complete them)

	It's Coded	It Works
a. Sign in to your Scratch Account	☐	☐
b. Roob&hSS - Reload, Remix, Share, and +Add to Studio	☐	☐
c. Make Fred the fish say "Have Fun!"	☐	☐
d. Make Fred the fish move all the way across the stage...	☐	☐
e. Make Helen the crab change colors faster when the space key is pressed.	☐	☐
f. Make Helen the crab change to a different color when she is clicked. (Hint: Look at the "costumes" tab)	☐	☐

bit.ly/SeaHunt

with page 10

Present the Quest. Read through the requirements and brainstorm ideas of how to complete the tasks. Ask students to check off tasks as they code and check their code.



[U1.L4 Quest: Under the Sea](#)

(Make a copy of the Google Form to your Google Drive and “send” url link to students.)

Quest: Under the Sea - Sharing Quest Projects

- What did you do to make:
 - Fred the Fish say "Have Fun! "?
 - Fred the Fish move all the way across the stage?
 - Helen the crab change colors **faster** when space key is pressed?
 - Helen the crab change to a different color when clicked?
- Are there other ways to complete these tasks?

bit.ly/SeaHunt

Show all the projects in your studio and ask a few students to share what they created!

You can use the guiding questions from the slide deck to help students share. Try to ask for different solutions to the tasks.

(optional) TURN and TALK

TURN & TALK (Optional)

What did you learn today about being a coder, working in Scratch, or anything else?

Answers will vary