

## Lesson 17: Hit Record

<b>Powerful Ideas of Computer Science</b>	Representation, Hardware/Software
<b>Powerful Ideas of Literacy</b>	Tools of Communication and Language, Editing and Audience Awareness
<b>PTD</b>	Communication
<b>Palette of Virtues</b>	Open-Mindedness
<b>Children will be able to:</b>	<ul style="list-style-type: none"> <li>Identify different means of expressing emotions (e.g., facial expressions, body movements, noises, words, etc.).</li> <li>Use the Play Recorded Sound block in ScratchJr</li> <li>Record a sound clip successfully using the Sound Recorder in ScratchJr.</li> <li>Use Recorded Sound Blocks in a ScratchJr program.</li> </ul>
<b>Vocabulary</b>	<ul style="list-style-type: none"> <li><u>Record</u>: using your tablet to save your voice to listen to later</li> <li><u>Feeling</u>: experiencing an emotion</li> </ul>
<b>Teacher Preparation</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Read lesson plan</li> <li><input type="checkbox"/> Have the <a href="#">Smiley Face</a> slideshow ready to project or print the pages</li> <li><input type="checkbox"/> Have the <a href="#">Tools of Communication</a> slide ready to project or print it</li> </ul>

### Warm Up (Whole Group)

- The Many Emotions** (Suggested Time: 5 minutes)
  - Share pictures of [3 Different Feeling Faces](#) (smiling, crying, angry) then ask children what these smiley faces are telling us?
  - Discuss with children - How do you know when your friends are happy? Sad? Angry?

### Opening Tech Circle (Whole Group)

- Tools of Communication** (Suggested Time: 5 minutes)
  - Display the [Anchor Chart for Tools of Communication](#) and talk about all the ways we can communicate our thoughts and feelings.
    - Words

- Voices
  - Discuss what's the difference between words and voices, talk about how the way voices sound tell you something!
- Faces
- Bodies
- Ask if they can think of any other ways! ScratchJr? Numbers? Drawings?

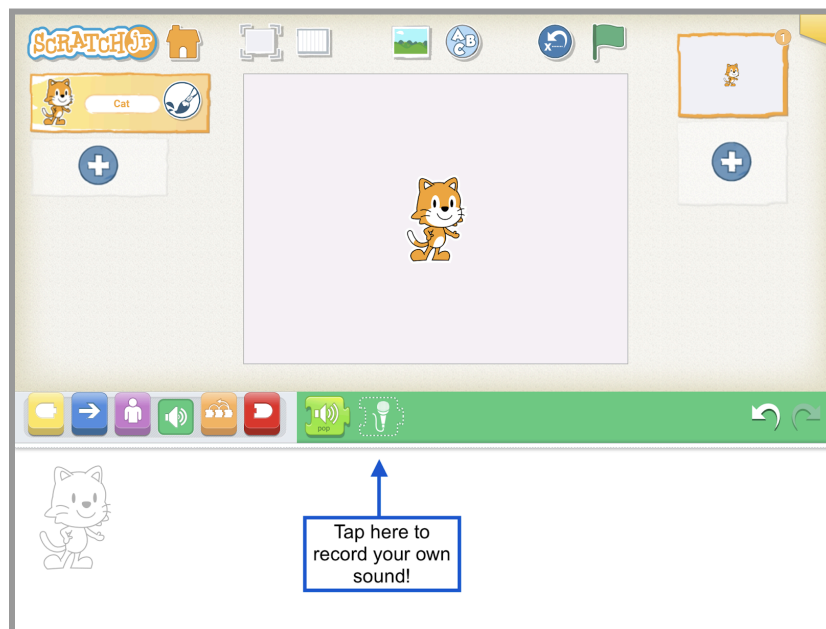
### Unplugged Time (Whole Group)

- **Express Yourself Activity** (Suggested Time: 5 minutes)
  - Tell children that now you're going to practice your [Tools of Communication](#). Have the children get up and stand in a circle. Tell the children that you're going to tell them a message and a tool and they will have to communicate that message with their tool!
    - Messages: "I'm happy," "Hi," "I'm tired," "I'm feeling silly."
    - Tools: Sounds with voices, bodies, faces (*leave out words for this activity, make it a silly movement activity!*).

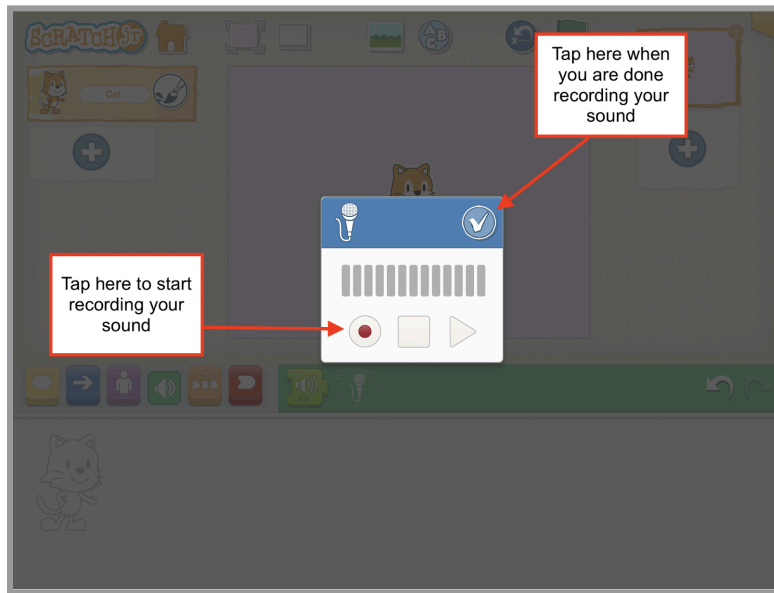
### ScratchJr Time (Whole Group)

#### Structure Challenge:

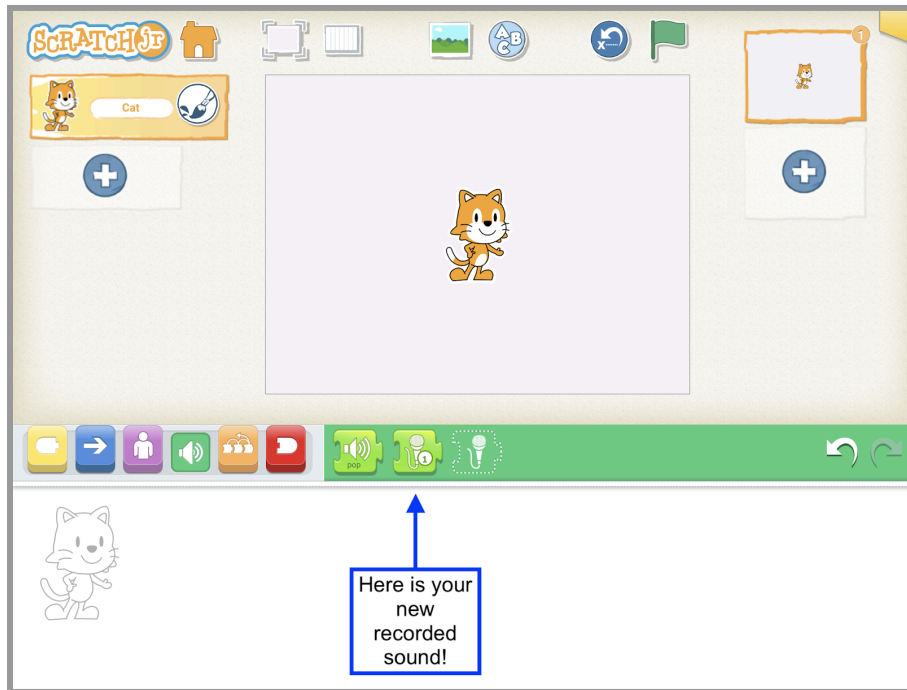
- **Express Yourself!** (Suggested Time: 10 minutes)
  - Tell children that on ScratchJr, they can use words and voices to make their characters communicate!
  - Using the Play Recorded Sound Block:
    1. In the Blocks Palette, click on the green sound symbol. Within that menu, click on the Play Recorded Sound Block with the dotted edge.



2. Tap on the button with the red dot to **record** your sound. When you're done recording, push the same button with the red dot to stop recording. Then, tap on the check mark.



3. Now you have your own recorded sound to use in your program! Drag the new block that appeared (the microphone with a number next to it) into the programming area. Tap on it and let children listen to themselves.



- While you're in the green block area, introduce the Pop Block. Remind children that different color blocks mean different things. Green means sound blocks! Demonstrate that by adding the Pop Block into a character's code a "pop" noise will happen. If you don't hear a "pop" sound when running your character's code then check the volume on your device!



### ***Expressive Explorations: (Pairs)***

- **Let Me Hear How You Feel?** *(Suggested Time: 15 minutes)*
  - Have children program an expressive character using ScratchJr Cat.
    - Have children practice using Play Recorded Sound Block.

### **Closing Tech Circle (Small Groups)**

- **Play Your Sound** *(Suggested Time: 5 minutes)*
  - In small groups, have children share their Let Me Hear How You Feel project. Encourage children to show their peers their code, compliment each other's projects, and ask each other questions.

### **Opportunities for Differentiation**

- **Extra Challenge**
  - For children that need an extra challenge, encourage them to try to practice the Start on Tap block from Lesson 15, and the sound recorder block from this lesson, to program two characters talking to each other