

Explore: Greeting Card





Blue Level Unit 1


Objectives

In this activity, students will:

- Explore an existing Scratch project on parallelism using the TIPP & SEE Model
- Remix the TIPP & SEE projects

Activity Description (45-60 minutes)

5 min.	 Introduce: Activate students' prior knowledge from the previous lesson on parallelism
5-10 min.	 MINI-LESSON (<i>optional</i>) Review the concept of parallelism using pages 4 and 5 (EN / SP) in the Blue Level Student Workbook. (5-10 min.)
10-20 min.	 PLAN Provide students with enough time to explore the TIPP&SEE Projects - Trick or Treat (pages 1-2). Drop the link in the students' Googleclassom and students will be able to access the program with very little problem. Students should then read the title, instructions (how to use it) and purpose (skills to learn) of the project. Plan to mention to that all projects must have these three components. This information helps the user under the program and the code inside. Provide time to review the answers and reasons why that's the best option.
20-25 min.	 TINKER TIME Provide students with work time in Scratch to begin creating their own version of the Trick or Treat program. Remind students how to navigate to the Scratch website , log in to their account, so they can save their work. During Tiker Tlme, students should do the following: <ol style="list-style-type: none">1. Change Spooky's code so that it changes color then glides across the stage when you press the 1 key.2. Change Frank's code so that it changes costume then screams when you press the 4 key.

	<p>3. Change the code so that Spooky glides and Frank changes costumes when you press the 5 key.</p> <p>Going Deeper:</p> <p>Reload the project, click the remix button, click share, then:</p> <ol style="list-style-type: none"> 1. Build one script for Skelly with two actions, one happening after the other, when you press the 6 key. 2. Build two scripts for Skelly using the same two actions, but make both scripts run at the SAME TIME when you press the 7 key. 3. Build scripts for Spooky, Frank, and Skelly so they all do actions at the SAME TIME when you press the 8 key!
5 min.	<p> REFLECT</p> <p>Ask students to think back on their experience using the TIPP&SEE project today by responding to these reflection prompts:</p> <ul style="list-style-type: none"> • How did the Trick or Treat program help you understand parallelism in computer science? • How would you explain parallelism to another person?

Reviewing Student Work

- ★ Are students using parallelism to make things happen in their projects? Are students using events to make things happen in their projects? Are their events triggering a sequence of 2 or more actions, instead of just 1 action? Are they using the “when green flag clicked” event to *initialize* their project?

Lesson Notes

- ✚ Utilize a variety of resources to help students who get “stuck” while working on their project in Scratch. Encourage them to ask peers for support, explore [Scratch tutorials](#) or [Starter Cards](#), or utilize one of [these strategies](#) to get unstuck!