CHARACTERS

ACTIVITY DESCRIPTION

- Optionally, show example projects from the Characters studio and have the Characters handout available to guide students.

- Give students time to create their own Scratch blocks using the Make a Block feature found in the More Blocks category. Help them design two sprites or "characters" that each have two behaviors. Optionally, conduct a walkthrough of the Make a Block feature together as a class.

- Allow students to share their characters and behaviors with one another. We suggest the design demo activity: invite a few students to present their work to the class and demonstrate how they implemented the Make a Block feature. Optionally, have students add their projects to the Characters studio or a separate class studio.

- Ask students to think back on the design process by responding to the reflection prompts in their design journals or in a group discussion.

OBJECTIVES

By completing this activity, students will:

- experiment with defining behaviors for characters using Scratch’s Make a Block feature
- gain more familiarity with the computational concepts of events and parallelism and the practice of experimenting and iterating

RESOURCES

- Characters handout
- Characters studio
  http://scratch.mit.edu/studios/475545

REFLECTION PROMPTS

- How would you explain Make a Block to someone else?
- When might you use Make a Block?

REVIEWING STUDENT WORK

- Do projects include two sprites that each have two behaviors using the Make a Block feature?
- Can students explain how to use the Make a Block feature to each other and to you?

NOTES

- If students are struggling with figuring out how to use the Make a Block feature, invite them to explore how others implemented the feature by investigating the code of projects in the Characters studio.
- Learn more about the Make a Block feature in this video tutorial: http://bit.ly/makeablock

NOTES TO SELF

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DO YOU WANT TO CREATE YOUR OWN SCRATCH BLOCKS?

Experiment with the Make a Block feature in Scratch! In this project, you will create your own blocks that define two behaviors for two different characters.

START HERE

- Choose from the library, paint, or upload two sprite characters.
- Click on the Make a Block button in the My Blocks category to create and name your block.
- Add blocks under the Define block to control what your custom block will do.
- Experiment with using your block to program your characters' behaviors.
- Repeat!

THINGS TO TRY

- Feeling stuck? That’s okay! Check out this video to get started with the Make a Block feature: http://bit.ly/makeablock
- Explore other projects in the Characters Studio to see what new blocks others have created.
- Sometimes there can be more than one way of defining the same behavior. Experiment with different block combinations to try out multiple options and outcomes.

FINISHED?

+ Add your project to the Characters Studio: http://scratch.mit.edu/studios/475545
+ Challenge yourself to do more! Experiment with adding different characters and behaviors using the Make a Block feature.
+ Help a neighbor!
How would you explain Make a Block to someone else?

When might you use Make a Block?