OBJECTIVES
By completing this activity, students will:
+ create a dancing cat in Scratch by following a step-by-step tutorial
+ experience building up a program by experimenting and iterating

STANDARDS
CSTA Standards: 1A-AP-08, 1B-AP-08
K12CS Practice 5: Creating Computational Artifacts

ACTIVITY DESCRIPTION

- Help students sign in to their Scratch accounts and click on the Create button at the top of the Scratch website to open the project editor. Optionally, have the Step-by-Step handout and Scratch Cards available to guide students during the activity.

- Have students open the Tips window and follow the Getting Started with Scratch step-by-step tutorial to create a dancing cat program. Encourage students to add other blocks and experiment with motion, sprites, looks, costumes, sound, or backdrops to make the project their own.

- Let students share their first Scratch creations with one another! Optionally, help students share and add their projects to the Step-by-Step studio or a class studio.

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

RESOURCES

- Step-by-Step handout
- Step-by-Step studio
  https://scratch.mit.edu/studios/475476
- Scratch Cards
  https://scratch.mit.edu/info/cards/

REVIEWING STUDENT WORK

- Were students able to open Scratch and find the Tips Window?
- Were students able to create a dancing cat?
- Were students able to save and share projects?

NOTES

- If they don’t have one already, help learners create a Scratch account using the Unit 0 Scratch Account activity, so that students can save and share their first Scratch project with friends and family.
- Remind students how to add a project to a studio with the Unit 0 Scratch Studio activity or handout.

NOTES TO SELF

- ________________________________
- ________________________________
- ________________________________
- ________________________________
In this activity, you will follow the Step-by-Step Intro in the Tips Window to create a dancing cat in Scratch. Once you have completed the steps, experiment by adding other Scratch blocks to make the project your own.

START HERE

- Follow the Step-by-Step Intro in the Tips Window.
- Add more blocks.
- Experiment to make it your own!

What blocks do you want to experiment with?

THINGS TO TRY

- Try recording your own sounds.
- Create different backdrops.
- Turn your project into a dance party by adding more dancing sprites!
- Try designing a new costume for your sprite.

FINISHED?

- Add your project to the Step-by-Step Studio: http://scratch.mit.edu/studios/475476
- Challenge yourself to do more! Play with adding new blocks, sound, or motion.
- Help a neighbor!
- Choose a few new blocks to experiment with. Try them out!
+ What was surprising about the activity?

+ How did it feel to be led step-by-step through the activity?

+ When do you feel most creative?