

STEP-BY-STEP



SUGGESTED TIME
15–30 MINUTES

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 Concepts: Computing Systems, Algorithms and Programming

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 follow the Getting Started with Scratch tutorial to create an animated 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
<http://scratch.mit.edu/studios/475476>
- ☐ Scratch Cards
<https://scratch.mit.edu/info/cards/>

REFLECTION PROMPTS

- + 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?

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

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

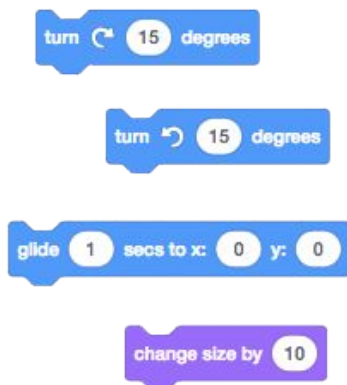
STEP-BY-STEP

NEW TO SCRATCH? CREATE YOUR FIRST SCRATCH PROJECT!

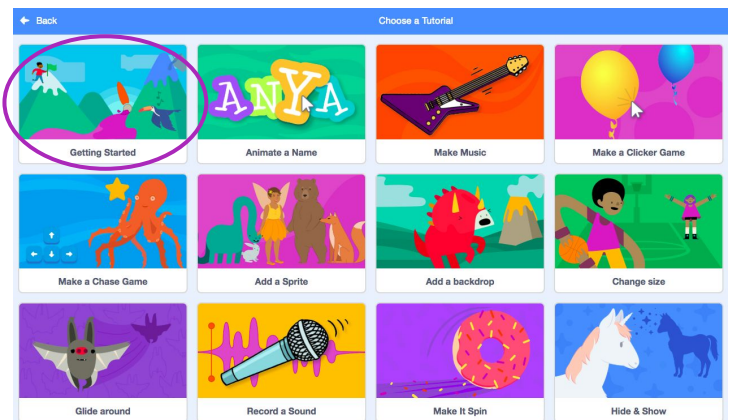
In this activity, you will follow the “Getting Started” tutorial to create a project in Scratch. Once you have completed the steps, experiment by adding other Scratch blocks to make the project your own.

START HERE

- ☐ Click on “Tutorials.”
- ☐ Choose “Getting Started.”
- ☐ 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!

STEP-BY-STEP REFLECTIONS

NAME: _____

RESPOND TO THE FOLLOWING REFLECTION PROMPTS
USING THE SPACE PROVIDED BELOW OR IN YOUR
DESIGN JOURNAL.

+ 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?