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|  Scratch Introductory Level Lesson Six  |
| **Lesson Overview** |
| **Topic** | ScratchIntro. | **Design Content****Content** | AnimalsColorStop Script |  **Design Plan** |
|  I believe everyone heard the story of the race between Hare and Tortoise. In this lesson, you will design a coding game about a race of two animals |
| **Age** | 8＋ |
| **Name** | A game of Tom and Jerry |
| **Activity****Goals** | **Learning Goals** | **Emotion Goals** | **Skill Goals** |
| 1.Learn random block2.Learn touching color block3.Learn Stop Script block | **1.Increase students ‘endurance****2.Develop the ability of renovation****3.Increase interesting in coding** | **1.Understand the rule to run two Sprites at the same time****2.Understand the concept of moving speed.****3.Konw to Stop Script** |
| **Classroom Segments** |
| **ICETeaching Method** | **Intro****(10min)** | **Lead-in questions:****1.Who is the winner in the story of The race between Hare and Tortoise?****2.Have you ever attend sports meet?****3.What’s your ranking on your last sports meet?****4. Design a sports meet,** |
| **Create****（55min）** | **1.Open Scratch Desktop Software****2.Select Backdrop and drop a red line on it****3. Choose Sprite Rabbit and Horse****4.Determine the start point of two Sprites****5.Select Pick Random block and add it into Move motion module****6.Set the Starting Direction of the Sprite****7.Select Touching color block from “Sensing”module, choose ending line red color from color choise fuuction.****8.Select if… then block from “Control”Module and add the touching color block into If…then** **9.Select Stop all block from “Control”Module then insert it into If…then block and add repeat block****10.Follow the above step to duplicate the coding to another Sprite** |
| **Thinking****Time****（5min）** | 1.How does the speed run randomly?2.When one Sprite touch the ending line, how to stop all Sprites?3.How to decide the color? |
|  | **Explore****(10 min)** | Add one more Sprite to make three animal complete. |
|  | **Share** |  |