**Direct Instruction Lesson Plan Format**

**(adjust as needed to fit your instructional format)**

**School District: Hollister Teacher’s Name: Brandy Retasket**

**Class Grade Level: 6-8th Lesson Name: Introduction to Scratch Programming**

**Adapted from Missouri Coders Lesson Plan for ALICE program**

**Lesson title and CODERS module #:** 1. What is Scratch? How can I use Scratch to create an animation showing science lab safety?

|  |  |
| --- | --- |
|  |  |

Programming with Scratch

SCRATCH is a programming language that lets you create your own interactive stories, animations, games, music, and art.

# **Section 1: Using** [**Scratch Tutorial**](https://resources.scratch.mit.edu/www/guides/en/Getting-Started-Guide-Scratch2.pdf)

# Students work through tutorial with Mrs. Retasket as they are learning to use the Scratch program.

# 

# **Section 2: Storyboards**

“Programmers write programs to solve problems. A program is a set of instructions for the computer to perform (or execute), written in some special programming language. Writing programs is also known as writing code. The first steps of solving a problem are to understand the problem well and then to design a solution. Once we have the design, we can write code.”

\*Students write out concepts for their sprite to complete during their animation.

\*Sprites will need to animate a method to integrate safety in the science classroom.

\*Students should sketch a storyboard with at least 4 frames showing actions.

## **Exercises**

1. Choose at least 1 sprite from Scratch. Write a short scenario for the character.

2. Design the first four frames of the pictorial storyboard of the scenario you developed in exercise 1 above.

3. Design a complete textual storyboard for the scenario you developed in exercise1.