
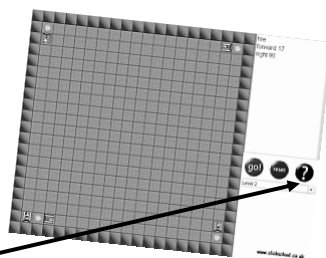


Activity 1

Gold Collector

5 minutes

- Go into the shared area
- Open the 'interactive' folder
- Double click 'index.htm'
- Attempt:
 - Gold Collector LEVEL 1 AND 2
 - CLICK THE HELP BUTTON FOR INSTRUCTIONS!



Mr James

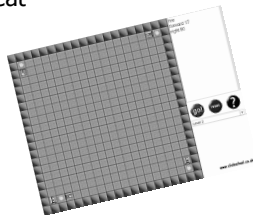
Another starter activity to get students thinking about 'repeat' function – students should use the ? Button to work out the instructions required. A lot of students are likely to put in the correct code for level 2, but less will notice that they can use the 'repeat' code.

5 minutes

DISCUSS // Gold Collector

▪ Why is...

```
repeat 4  
fire  
forward 17  
right 90  
end repeat
```



▪ ...Better than...

```
fire  
forward 17  
right 90  
fire  
forward 17  
right 90  
fire  
forward 17  
right 90  
fire  
forward 17  
right 90
```

?



**NOW COMPLETE 'gold collector.doc' worksheet.
If you have time, attempt more levels!**

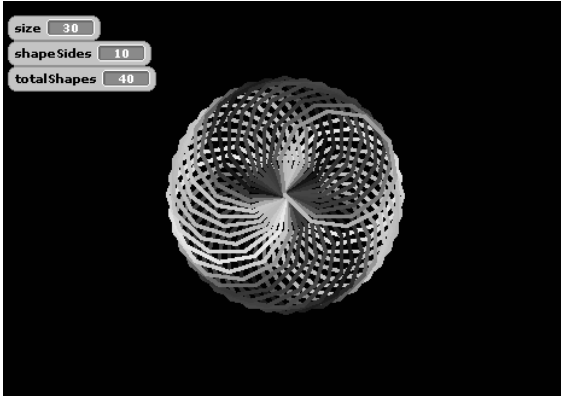
Students should complete the document as shown, to record why using 'repeat' is a good idea. It's like a child constantly asking.. "Are we nearly there yet?!" until the final destination is reached.


2 minutes

Iteration in Action!

- Shapes.sb

size 30
shapeSides 10
totalShapes 40






Mr James

These are a couple of examples of where looping can be used to draw pretty repeating patterns.


You can experiment with the variables to change the pattern.

1 minute


Objectives




- Explain the term 'iteration'
- Select a suitable project



- Produce an outline project plan
- Begin to make your project



- Devise success criteria for your project



Mr James


Students will mainly be selecting a project and creating a plan accordingly.

5

30 seconds!

Today...

- 1) Gold Collector: Making tasks more efficient through *repeating (iteration)*
- 2) Identify choice of project
- 3) Plan your project
- 4) Start making your project
- 5) Update project diary



Mr James



Today's activities

Activity 2

Project Challenge Choice!

5 minutes

- You'll now be creating a project from scratch!
(Excuse the pun!)
- Use 'Project Choice.doc' to help you select ONE of these:
 - Story / animation set to a poem - Easier
 - Catch The Fruit Game - Normal
 - Fish Eater Game - Slightly harder
 - Your own - Challenging!



Mr James

Students to use the given document to select a project – this shouldn't take very long at all, probably less than 5 minutes. Those who have done this should then start their project plan.

The projects are in order of difficulty - Lower ability students should attempt the story/animation to a poem. MOST should attempt the fruit game, SOME might attempt the fish game, FEW should be allowed to create their own project (otherwise it could become difficult to manage, but it's your call!).

20 minutes

Activity 3

Planning Your Project

- Use the worksheet project plan.doc to plan your project
- You will be updating this as you go along...

DOUBLE CLICK HERE TO ADD YOUR NAME AND CLASS

Project Plan


DELETE all the options apart from your choice...

I have chosen... Storybook / Catch the Fruit Game / Fish Eater Game / Own Game

Description of the game/story:

Replace this text with a description of your game or story

Mr James




Students should create an outline plan before they get started. Higher ability students should complete the 'criteria' section. Some students might need help with filling this out.

Activity 4

Make your project!

- Where to get help...
 - Scratch reference guide
 - Each other
 - Teacher
 - Before me, ask someone else!
- **THINK** carefully about the **SEQUENCES** you will need.



Mr James


Students to begin their projects. The chances are, some will get frustrated, but need to continue – the key is to keep the project as simple as possible, keeping in mind what they've learnt so far.


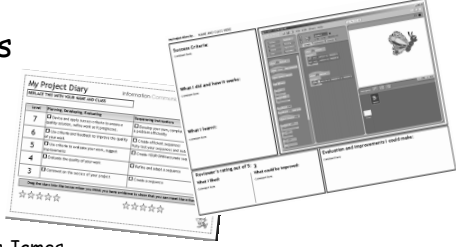
5 minutes

Activity 5

Update your project diary

- Update project diary
- To insert a new page...
 - Click Insert->Page
- EXPLAIN these in your diary...
 - Choice of project
 - What 'iteration' means



Mr James

Students to update their diary – make sure they're filling it out correctly.

Next Lesson...

- Continuing your project!



Mr James

Next lesson teaser