


5 minutes

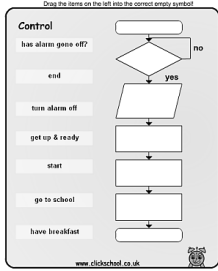
Activity 1


Dock The Block / Flowchart

- Open the 'interactive' shortcut.
- Attempt:
 - Dock the block
 - Drag and drop the Sequence into order
 - Drag and drop the symbols



Dock the block
Drag and drop the Sequence into order
Drag and drop the symbols
Gold Collector (alpha)
Lightbot





Mr James


A 'starter' activity whilst you do the register or whatever you need to do for this lesson! IF ANYONE WAS AWAY LAST WEEK – help them to copy the required files into their home area (in a suitable folder named 'control').

Students should be able to locate the 'interactive.lnk' shortcut file in their home area.


Learning about flowchart theory isn't essential, but it will get all students thinking about how best to structure sequences.

1 minute


Objectives




- Define what 'selection' means
- Give examples of computer 'inputs'
- Create a sprite



- Define what 'selection' and 'iteration' mean
- Select blocks appropriately



- Create your own sequence of instructions to include 'selection' and 'iteration' blocks



Mr James

Students will learn about IF statements, e.g. IF you work well today, you will receive a house point!


Iteration blocks are also known as 'loops'.

3

30 seconds!

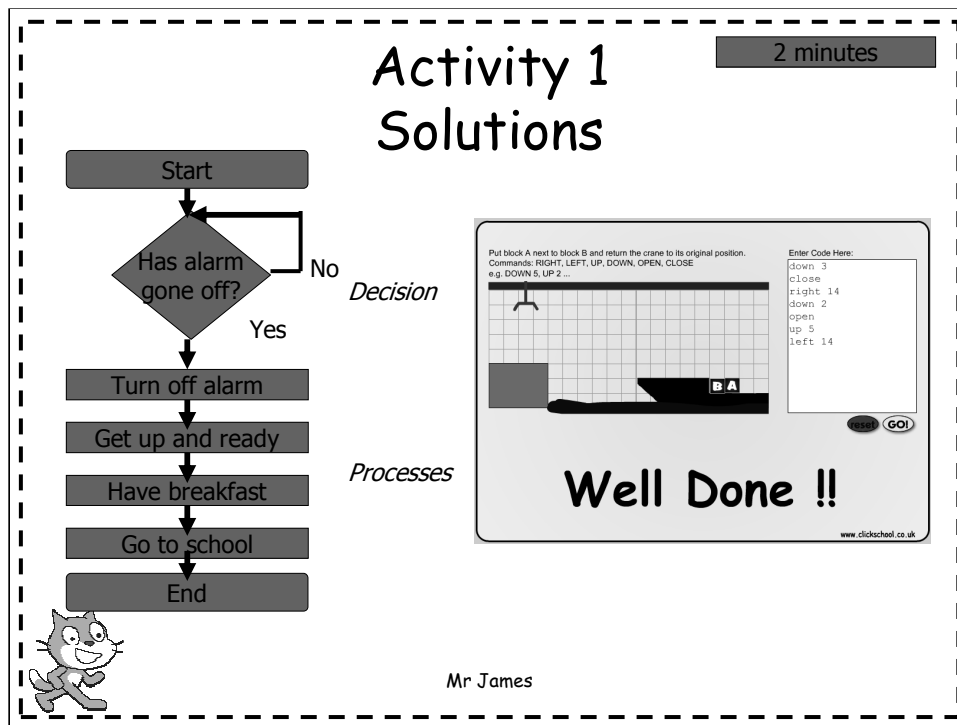
Today...

- 1) Put the sequence into order
- 2) Create bouncing ball animation and attempt to create a game called 'pong'
- 3) Complete definitions task
- 4) Update project diary



Mr James

A quick overview of today's lesson activities.



These are the solutions to the activities. As those who completed the task to put their hand up...

30 seconds!

NOTE THIS!

- There is not always a 'right' or 'wrong' way sequence instructions. However, some ways can be more efficient than others.




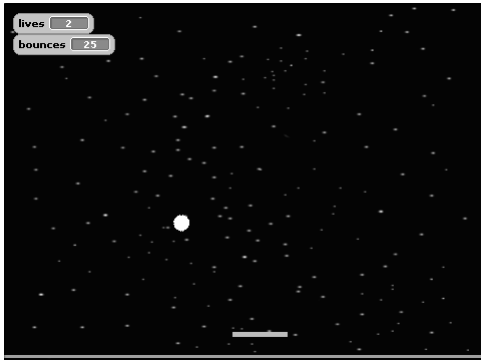
Mr James

Activity 2

Bouncing Ball / Pong!

30 minutes

- Attempt the tutorials:
 - Bouncing Ball.doc
 - Pong.doc



Mr James

The image shows a Scratch project titled 'Bouncing Ball / Pong!'. It features a black background with a white ball in the center. In the top-left corner, there are two scoreboards: 'lives' with a value of 2 and 'bounces' with a value of 25. A small white horizontal line is visible at the bottom right. The Scratch cat is in the bottom-left corner, and the text 'Mr James' is at the bottom center.

Today's tutorials – focus more on IF statements, i.e. IF the ball is touching the edge, what needs to happen? It needs to bounce of course!

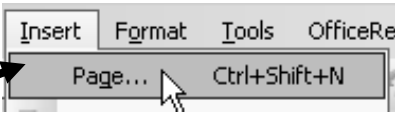
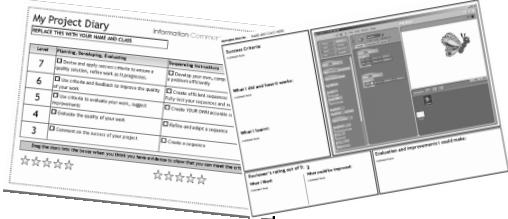
Then focus on INPUT, e.g. using the keyboard to control the paddle. Don't dwell on the history of this game!

10 minutes

Activity 3

Update Project Diary

- Update project diary
- To insert a new page...
 - Click Insert->Page
- EXPLAIN these in your diary...
 - Input
 - Selection
 - Iteration
 - variable

Mr James

Update the project diary in the same way as for lesson 1. Make sure they're filling it out correctly.

Next Lesson...

- Making a complete game!



Mr James

Next lesson teaser...