

TITLE: Lets` meet input/output

LEARNING SCENARIO	
School:	Duration (minutes): 90
Teacher:	Students age: 11

Essential Idea:	Let's program the conversation in the Scratch.
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Topics:

- Pupils begin to understand how code is always a mathematical problem-solving exercise and how it can possibly lead to ethical issues.

Aims:

- Pupils design and program software that prints values which includes numbers, icons or texts.

Outcomes:

- Pupils check the correctness of the code, and detect and correct errors.
- Pupils learn to predict outcomes, test and explain existing programs.

Work forms:

- individual work
- work in pairs
- group work

Methods:

- presentation
- discussion
- interactive exercise

ARTICULATION

Course of action (duration, minutes)

INTRODUCTION

Teacher explains and starts discussion with pupils:

What is a Scratch?

What can we do with the blocks in Scratch?

How we can create a program?

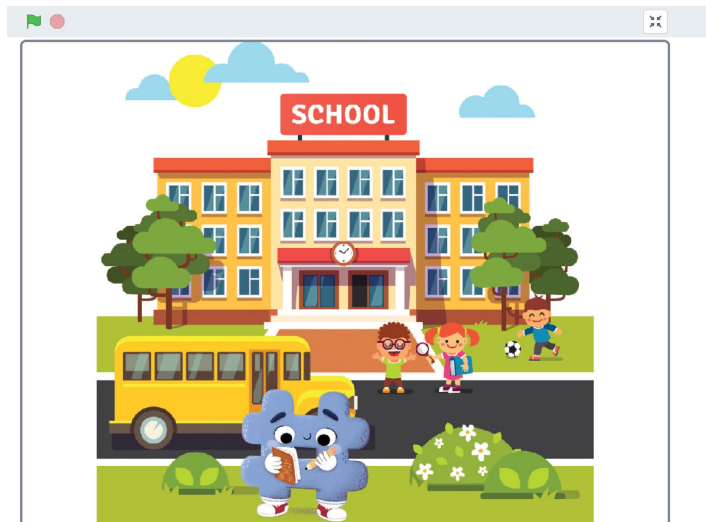
How we can test a program?

MAIN PART

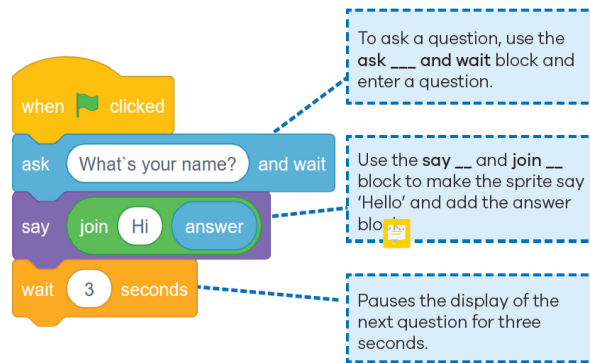
Topics for discussion

The Hashtag sprite asks questions to meet you.

Let's program the conversation in the Scratch.



Task



1. Run Scratch.
2. Load the Hashtag sprite and the School backdrop from your computer.
3. When you click the green flag, the Hashtag sprite will start asking questions. Type your answer in the textbox.
4. When you type the answer, Hashtag greets with the word 'Hello', adding the entered name or the typed reply. To show it on stage, you need blocks from the Looks, Sensing and Operators categories.
5. Wait 3 seconds before asking the next question.

Exercise 1



Following the example above, do the same for the following questions and answers:
 Which grade are you in?
 Hashtag answers: Your Answer + Great!

Which sport do you like?

Hashtag answers: Your Answer + is my favorite sport as well!

What is your favorite game?

Hashtag answers: Your Answer.

How old are you?

Hashtag answers: Nice meeting you! Goodbye!

Exercise 2

When you ask all the questions, turn the question into speech by using blocks from the Text to Speech category from Scratch extensions.

Exercise 3

Translate the project to another language by using blocks from Translate Extension.

Save the project to your computer as This is me.

We can insert blocks into boxes of another block. To pause, we use the wait seconds block.

Teacher explains and give instructions how to solve tasks.

Pupils solve tasks and present their solutions.

Pupils and teacher discuss and evaluate the presented solutions.

CONCLUSION

Blocks from the Looks, Sensing and Operators connect input with output.

Methods

presentation

discussion

work on the text

graphic work

interactive exercise /simulation on the computer

interview

demonstration

role playing

Work forms

individual work

work in pairs

group work

frontal work

Material:

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Literature

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PERSONAL OBSERVATIONS, COMMENTS AND NOTES