

Introduction to Scratch - Motion Commands

The main objective of this lesson is to make students be familiar with the Scratch environment and create their first project.

Class or classes that it is addressed to

5th-6th Grade of Primary School (ages 10-12)

Estimated duration

45mins

Teaching objectives or expected results

The purpose of the abstract is to familiarize students with the SCRATCH environment (scenery and formats) and utilize/perform commands in the "Motion" and "Control" tabs in order to create their own simple projects.

Objectives of the scenario

Students are supposed to:

- be able to alter the background of the scene
- be able to delete, insert and resize their sprites.
- be able to use the "glide" command and "turn" commands to schedule movements in different directions and at various speeds

Added value

Students experiment with/on the introduction of different forms and scenarios.

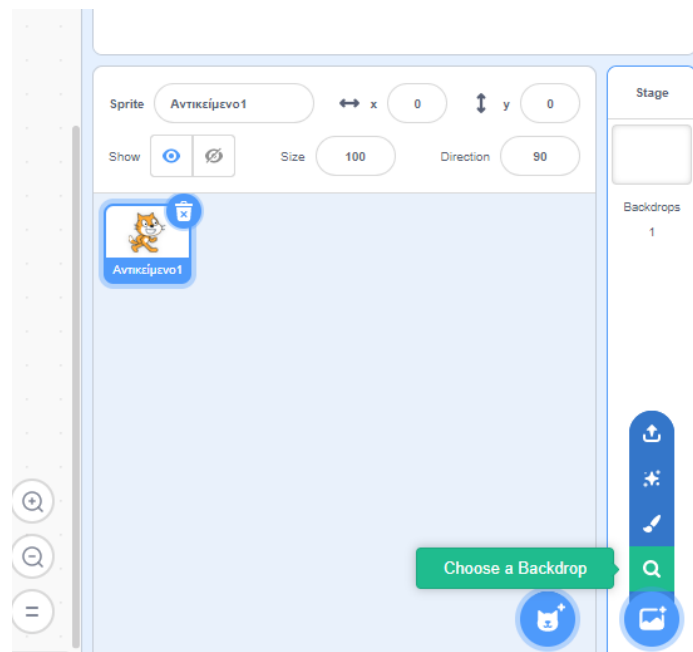
By activating the motion command "glide ... seconds to x: .. y: .. " and modifying the values in x and y they will have the opportunity to see how the sprite moves in space and by changing the seconds they notice how fast the whole thing happens.

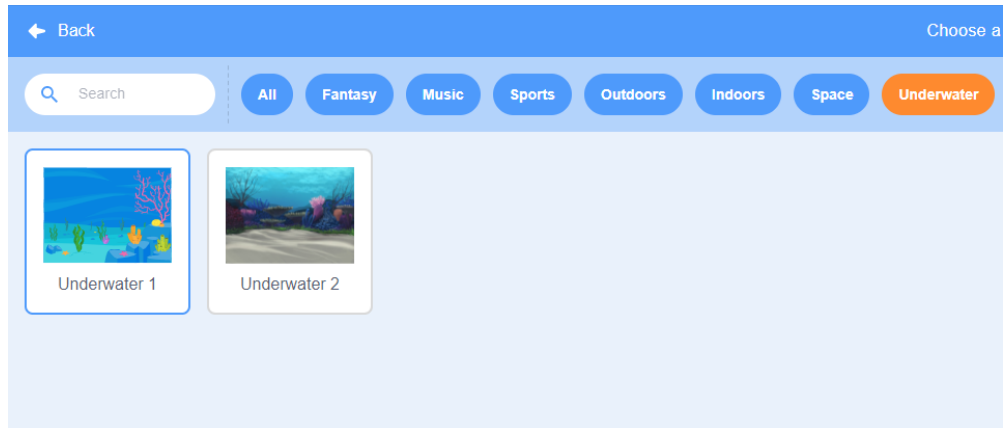
STEPS

1. Have a class discussion about the importance and the perspectives scratch offers us.
2. Watch a video and debate about the environment of Scratch.
3. Present the concept and the objectives of the project (exercise).
4. Distribute the following worksheet.
5. Get students to work by themselves or in small groups.
6. Have students present their own projects.
7. Discuss and evaluate our projects and suggest ways of improving them.

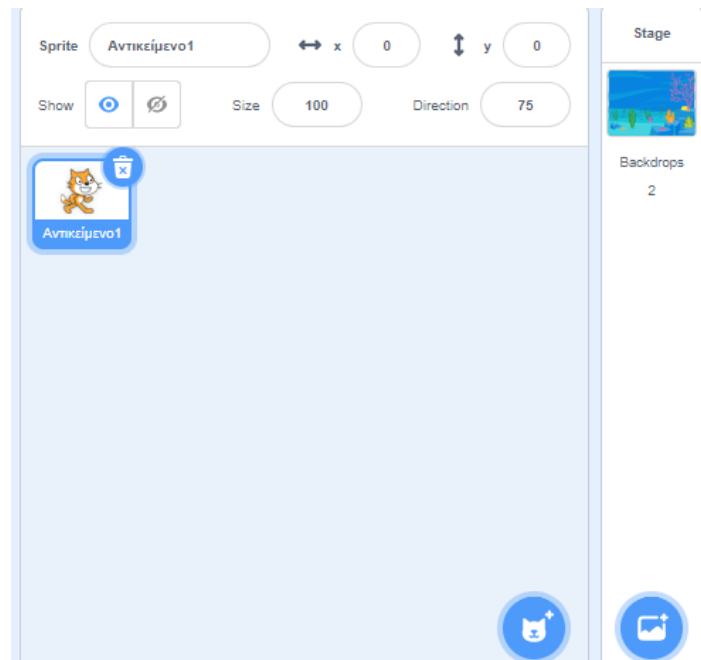
Worksheet “Seabed”

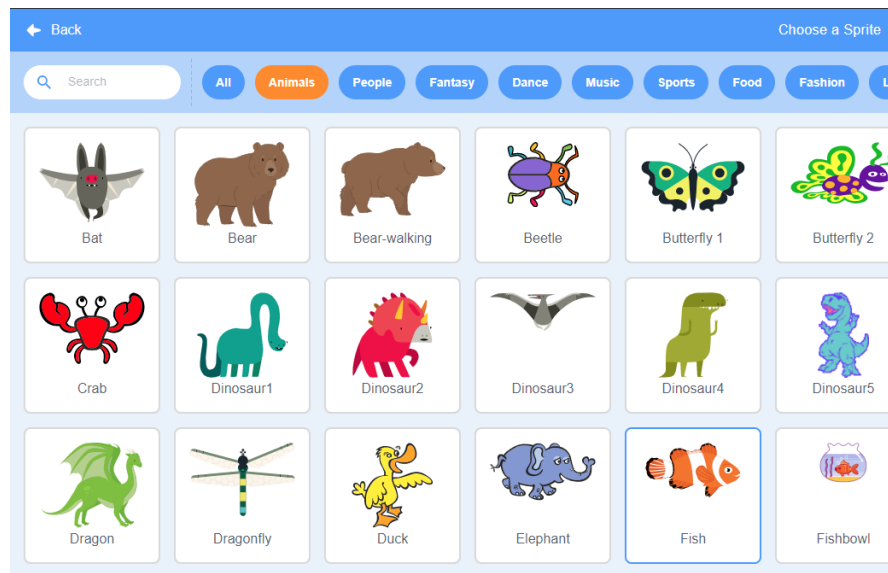
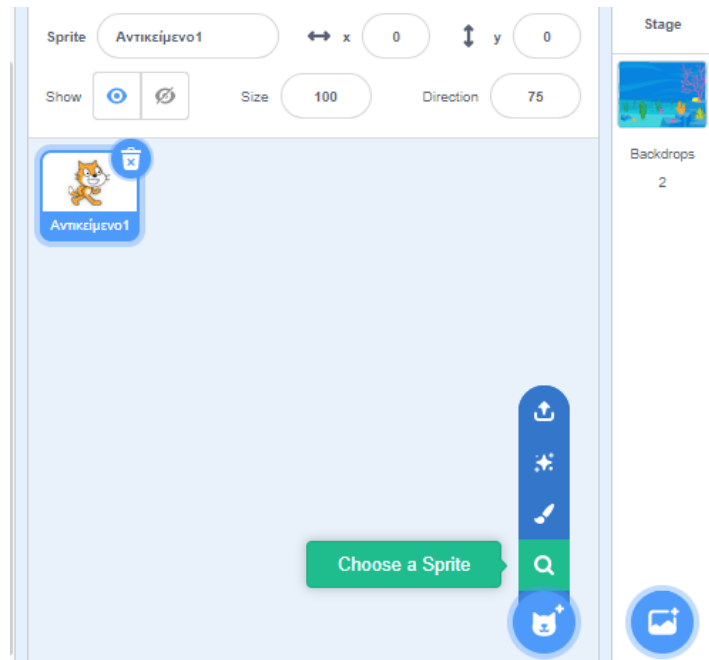
1. We are creating a project, in which we put as a backdrop the landscape of a seabed, which can be found in the Underwater folder of the sets.





2. At the same time, we delete the sprite of the cat and instead we insert new sprites such as fish or a shark which are included in the Animals folder of the sprites

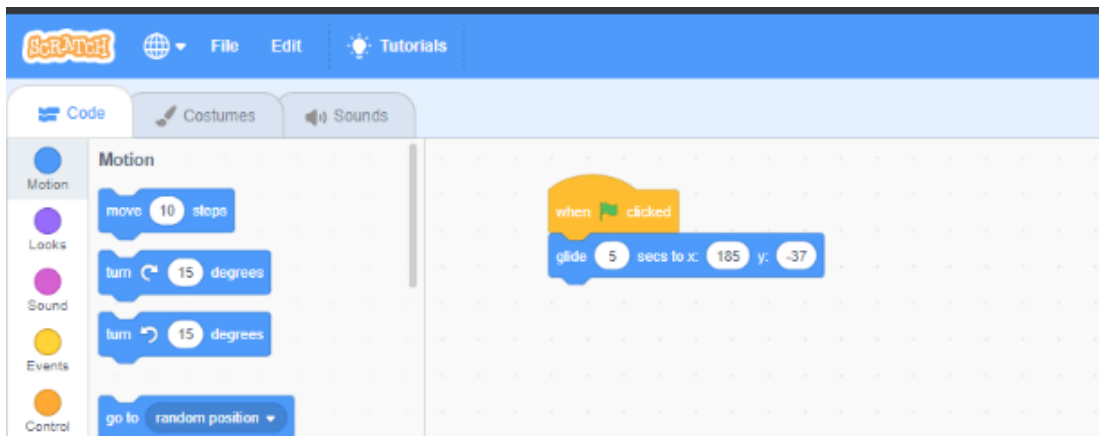




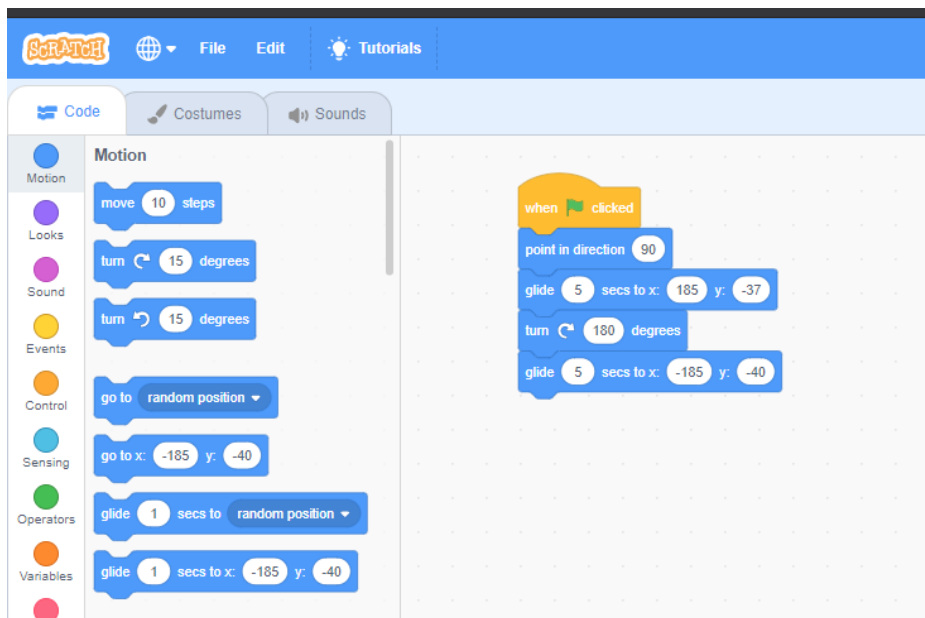
3. Along with this we enrich the scenery with a diver that belongs to the People folder so that our scene acquires the following format at the end.



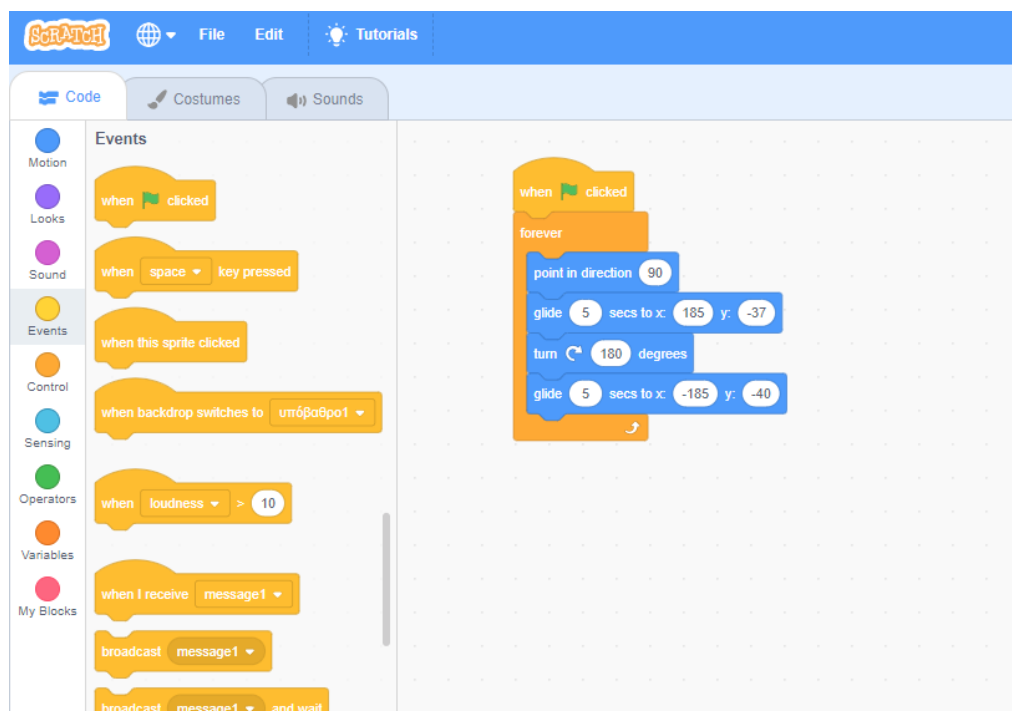
4. Try to make a fish start swimming (moving) when the green flag is pressed.
Use the command “glide for 5 seconds to a specific position” and apply various seconds to each fish.



5. When it reaches the end (screen edge), it goes back to the initial position



6. Use the forever command to repeat the movement continually/endlessly



7. Apply these commands to all fish in the project, so that a seabed with 3 different kinds of fish moving all around can be depicted.

8. Save the project in your personal folder named seabed.