



Program:

Scratch



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Learning Objectives:

I can create and change a simple paint program.

Skills:

Use 'forever', and forever loops, 'hide', 'goto', 'point'.
Import background

Coding Revision (Analysis): Get the children to analyse the code for a hexagon. (See resources lesson 2 resources folder).

Lesson: After children have booted up 'Scratch' demonstrate the 'hide', 'goto', 'point' and 'forever' instructions and how to change the background. (highlight stage, click background tab, click import).

Get the children to experiment with these instructions.

Explain that the goto (object) has an arrow that will allow the sprite to go to the mouse pointer. Ask the children what they think will happen if you have a 'goto mouse pointer' instruction and you move the mouse pointer (the sprite will follow the mouse pointer). What do the children think will happen if the goto mouse pointer instruction is in a forever loop?

Get the children to use the 'goto mouse pointer', 'pendown', 'set pen colour', 'set pen size', instructions and a 'forever loop' to see if they can make the mouse pointer draw lines when you move. If the children succeed get them to save their work with their names and a suitable title.

Demo the code for the rainbow painter. (See lesson 2 resources folder)

Challenge:

See if the children can create different code for different coloured pens remind them they can have more than one piece of code that runs when different inputs are used.

Plenary: Can the children think of any ways to use the pen writing code in a video game or an App?

Assessment opportunities:

Can the children write code for a purpose.