



Program: Scratch martin@wandsworthclc.com



Learning Objectives:

I can use the 'sensing' and 'if else' conditionals to control how my program reacts.

Skills:

Use 'if else' , 'touching' colour.

Coding Revision (Analysis): Get the children to analyse a piece of code that changes a variable called step every time the sprite moves from side to side in a dancing forever loop. See resources folder.

Lesson: After children have booted up 'Scratch' and created their reset code. Get the children to write code for one sprite to draw a thick coloured line down the middle of the stage. Remind them of the top and bottom coordinates of the scratch stage (+170 top to -170 bottom). Get children to save work if successful. Show demo code, from resources folder, for line. Explain that we want to have something happen when a sprite touches the line. Remind the children of the 'if touching' code they have used before. Show them the 'if else' and the 'touching colour' code. Show the children how to use the pipettes colour collector in the touching colour code (left click on the colour box in the touching colour code, move pipettes icon to colour required, left click on colour, the colour should appear in the touching colour box). Demonstrate the code for saying "ow" if the sprite touches the line. See resources folder. Get the children to open there spiral square projects from last lesson or the preprepared code in the resources folder. Ask the children to write some code so that if the sprite touches the line of the spiral it will stop and say "ouch". If successful get the children to save the projects and show children code that will work from the resources folder.

Challenge:

Get the children to write code to draw a line with 2 colours and code that means the sprite does different things when it touches each colour.

Plenary: Can the children think how we might use a variable when the sprite hits the line?

Assessment opportunities:
Can the children write code using different inputs to the program?
