



CHOITHRAM SCHOOLNORTH CAMPUS
LESSON PLAN-8
SUBJECT - COMPUTER
TOPIC- Introduction to Scratch
CLASS - III

BRIEF DESCRIPTION OF THE CHAPTER:

Students will learn about-

- ☞ Starting Scratch
- ☞ Features of Scratch
- ☞ Scratch Window
- ☞ Choosing a sprite
- ☞ Painting a New Sprite
- ☞ Resizing the sprite
- ☞ Deleting a sprite
- ☞ Choosing a backdrop 8.
- ☞ Scratch blocks
- ☞ Working with a Script
- ☞ Saving the project
- ☞ Quitting the project

LEARNING OBJECTIVES:

SPECIFIC OBJECTIVES:

This lesson will enable the students to –

SP1- Demonstrate to the students the steps to start Scratch 2.0. (U)

SP2- Make the students understand the features of Scratch. (U)

SP3- Familiarize the students with the various components of Scratch window covering Sprite, Stage, Blocks palette, Scripts Area, Duplicate, Delete, Grow, Shrink, Green Flag, Stop button and Menu bar. (K)

SP4- Show to the students the steps to: * Choose a sprite from the Library

* Delete a sprite

* Resize a sprite Make the students recall backdrop as background of the stage. (AP)

SP 5-Tell the students the steps to change the backdrop in Scratch. (K)

SP 6-Introduce Scratch blocks as puzzle-piece shapes that are used to create code in Scratch. (K)

SP 7-Introduce Motion Blocks for changing placement, direction, rotation and movement of sprites. (K)

SP 8-Tell the students the method of identifying Motion Blocks which are colour coded as blue. (K)

SP 9-Demonstrate the use of Motion Blocks by developing the Script (refer Page 88). (U)

SP 10-Explain the use of Events Blocks as used to sense events that run the script and their identifying colour code as brown. (U)

SP 11-Share the use of Control Blocks as used to control the scripts and their identifying colour code as gold. (K)

SP 12-Tell the students about the use of Sound Blocks as used to control sound, its playback and volume and their identifying colour code as pink. Help the students in developing My Second Script. Make the students aware about the full screen mode available in Scratch. (U)

SP 13-Show to the students the steps to: * Save a Scratch project * Quitting the project (U)

BEHAVIOURAL OBJECTIVES:

This lesson will enable the students to

B1- think logical and implement their creativity in making projects. (A)

ACTIVITIES – For the better understanding of the topic following activities will be conducted –

A1- Make Sprite visiting different places. (AP)

A2- Make Horror show using different sprites/backdrops.(AP)

WRITTEN WORK: Book exercise will be discussed and shared with the students to complete the work.

ASSESSMENT:

- Observation during the practical.
- To check the understanding of the topic, assessment will be conducted.

LEARNING OUTCOMES:

Students will learn about

L1- scratch and how to open it. (K)

L2- different features of scratch. (K)

L3- Components of Scratch. (U)

L4 – Choosing/ painting a new/ resizing/deleting a Sprite. (K)

L5 – Choosing/ painting a new /changing the Backdrop. (K)

L6 – different blocks and their usage. (K)

L7 – making their own projects. (SY)

Placement of objective, Instructional Activities and Assessment

Topic/Duration/ Assessment Topic: Introduction to Scratch Duration: 2 periods						
	Knowledge	Understanding	Application	Analysis	Synthesis	Evaluation
Objectives	SP3, SP 5, SP 6, SP 7, SP 11, L1, L2, L4, L5, L6	SP1, SP2, SP 9, SP 10, SP 12, SP 13, L3	SP4, A1, A2	B1	L7	

Instructional Activities						
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