Instructional Day: Day 5 from Unit B, Part 1

Topic Description: Students learn how to change the locations of the sprites, as well as the direction the villain travels, and make new backdrops that incorporate portals.

Objectives:

The student will be able to:

- Change the position of the sprites.
- Choose the direction that the villain travels.
- Make mazes and backdrops that have portals.

Outline of the Lesson:

- Demo to introduce repositioning sprites (5 minutes)
  - Open "Part 1, Day 5 Template" from "World 0- Template" from MyCS_Student. Click "see inside" then press "Remix".
  - Show the students that by clicking and dragging the sprites on the grid you can move them to a new position.
  - Show also that when "Reset" is clicked (in the More Blocks section of the Scripts for Sprite) that sprite goes to start, and villain goes to villain start.

| Before Reset | After Reset |
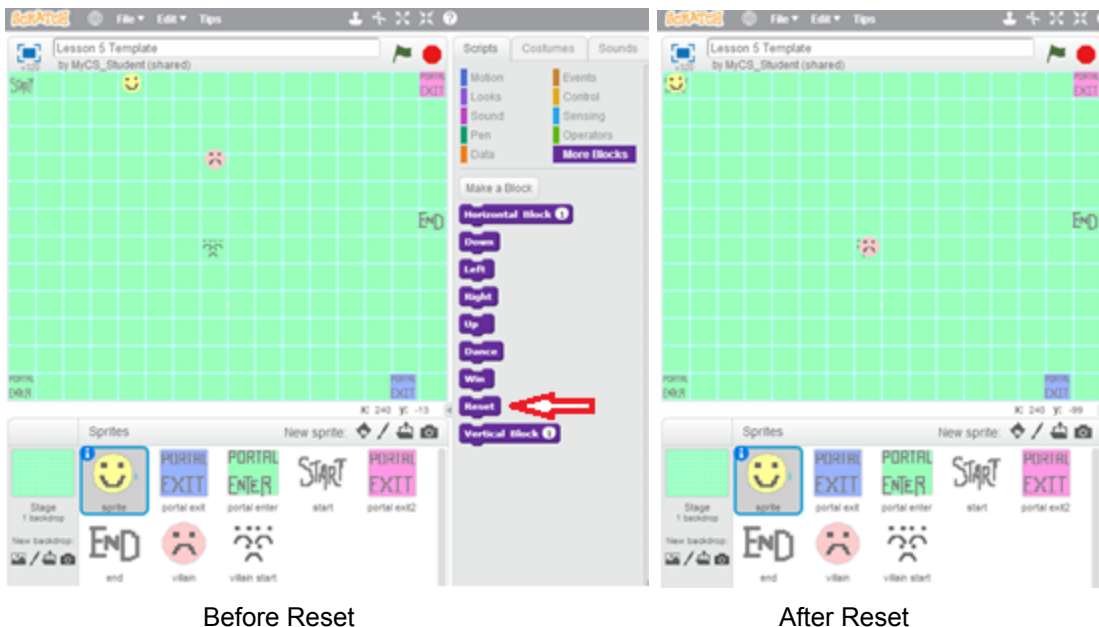
- Independent sprite repositioning (15 minutes)
  - Have the students move "sprite", "start", "end", "portal enter", "portal exit1", "portal exit2", "villain" and "villain start".
  - (To edit a different sprite, click on their icon under the grid)

- Demo to introduce villain direction (5 minutes)
  - From here click on the villain sprite under the grid.
  - Click on the More Blocks section to see the blocks "Villain Up", "Villain Down", "Villain Left", "Villain Right"
  - Add one of these blocks to the "when flag is clicked block" to have the villain move in that direction.
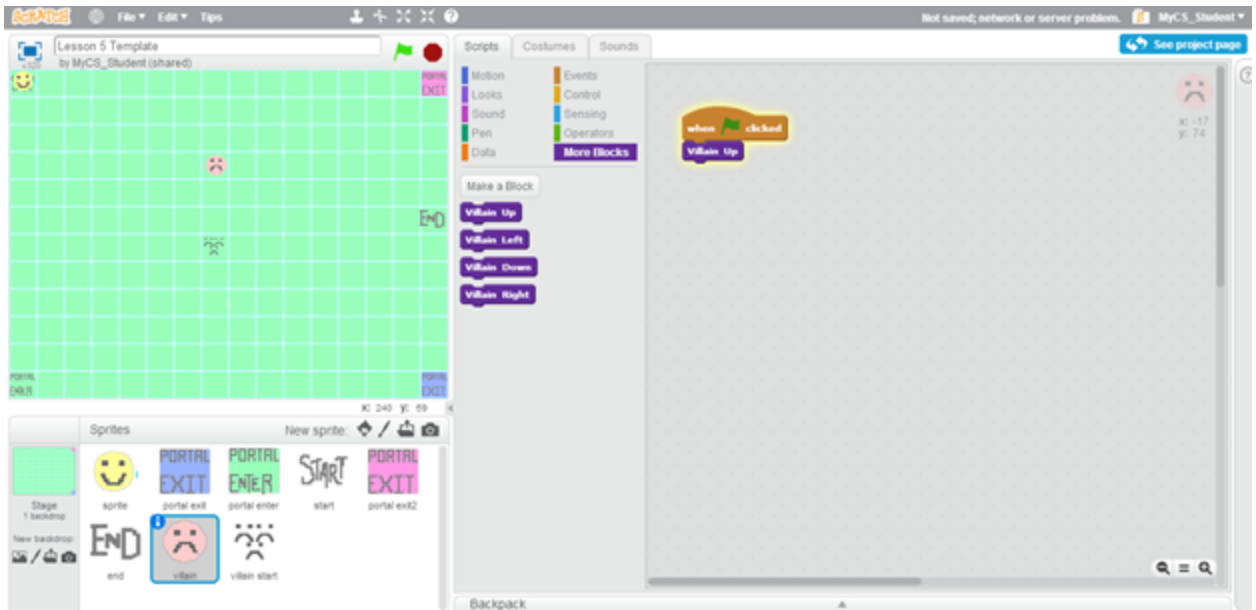
- Independent work in Scratch (30 minutes)
  - Have students move the sprites, including portals, to different locations than in the Template.
  - Have students have the villain move in some direction.
  - Challenge students to create their own sprites and backdrops to incorporate in their mazes.

- (Optional) Students write a journal/blog entry about what they learned (10 minutes)