

**Instructional Day:** Day 2 from Unit B, Part 2

**Topic Description:** Students will learn how to tell what Sprite they are touching

**Objectives:**

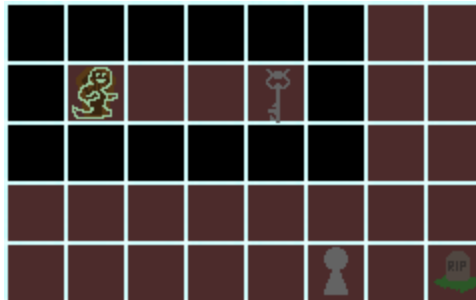
The student will be able to:

- Have a fuller understanding of what Sensing is
- Solve more sophisticated puzzles

**Outline of the Lesson:**

Themes:

- Sensing
- Demo Level 5.1 (5 minutes)
  - Open up level 5.1 and ask the students for the solution:



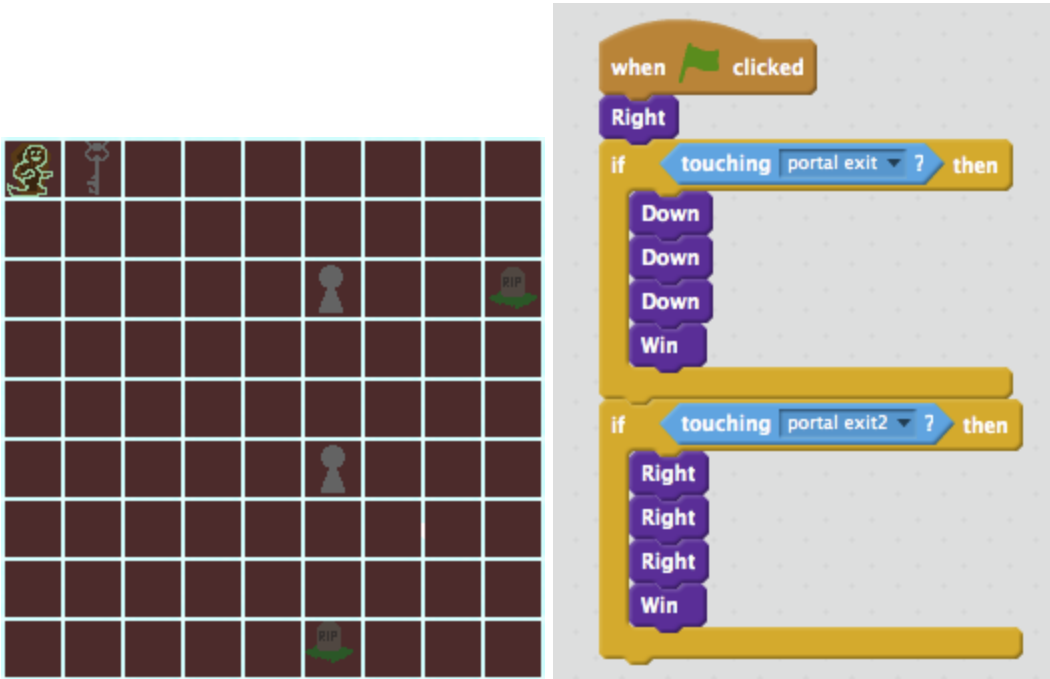
- This puzzle is a repeat of an older puzzle, so the kids should be able to find the solution quickly, which is some variation of:



- Independent work in Scratch (15 minutes)
  - Let the students work through more of the World 5 Puzzles
- Break (10 Minutes)
  - Using Level 5.4, demonstrate how to use Sensing to solve the puzzle:
    - Have the students open up the Sensing menu and figure out which block should

be used to detect what Sprite they are touching.

- Then, show them the solution below:



- Independent work in Scratch (15 minutes)
  - Have the students continue World 5 puzzles
- (Optional) Students write a journal/blog entry about what they learned (10 minutes)