

Instructional Day: Day 1 from Unit D, Part 1

Topic Description: Students learn how to use Say and Wait in Scratch to make sprites interact with one another.

Objectives:

The student will be able to:

- Comfortably create new sprites and choose costumes for them.
- Use Say and Wait to create conversations between their sprites.

Outline of the Lesson:

- Demo to introduce the Say and Wait blocks (5 minutes)
 - Build the following short script to show how to use the Scratch interface and introduce the first two blocks:



- Demo of interactions using Say and Wait with knock-knock joke (10 minutes)
 - Build the two sprites and scripts below in front of the class as a demonstration of how to create new sprites and use the Say and Wait blocks:



Sprite 1

```
when clicked
say Knock-knock for 2 secs
wait 2 secs
say Interrupting cow for 2 secs
wait 0.2 secs
say MOO! for 1.8 secs
```



Sprite 2

```
when clicked
wait 2 secs
say Who's there? for 2 secs
wait 2 secs
say Interrupting cow who? for 2 secs
```

- Independent work in Scratch (30 minutes)
 - Have students create their own Say and Wait play
 - Students should use more than one sprite with different costumes
 - Challenge students to create a Say and Wait play using more than two sprites
- (Optional) Students write a journal/blog entry about what they learned (10 minutes)