

Instructional Day: Day 2 from Unit B, Part 2

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

Objectives:

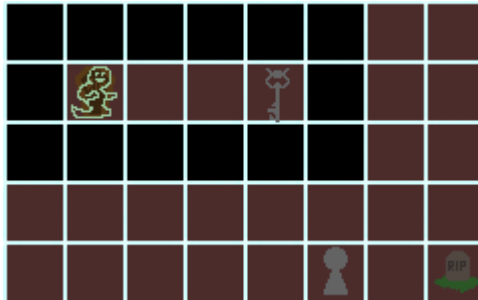
The student will be able to:

- 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:

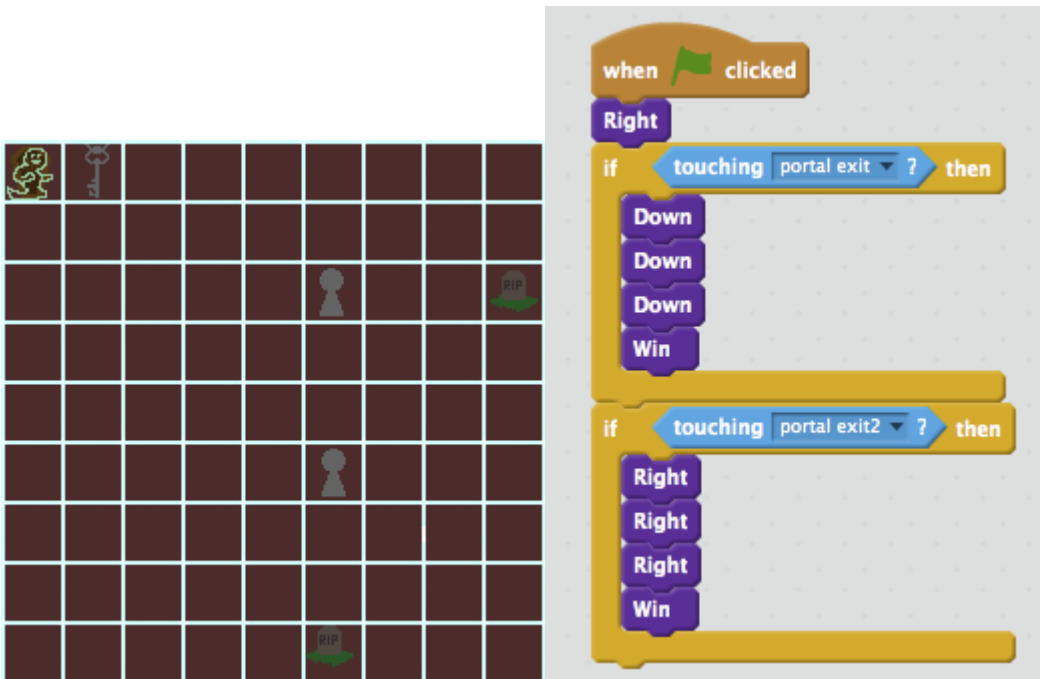


- This puzzle is a repeat of an older puzzle, so the kids should be able to find the solution quickly, which is some variation of:



- 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)