



Lesson Plan: Sensing and Conditionals

Topic Description: This unit focuses on the use of sensing and conditional statements to traverse through portals in each level. Sensing is when a sprite knows when it is touching a certain color. Conditional statements are "if-then" statements, allowing for something to happen only if a certain criteria is met.

Objectives:

The student will be able to:

- Understand how to use Scratch to sense the world around them
- Use If Statements to solve puzzles

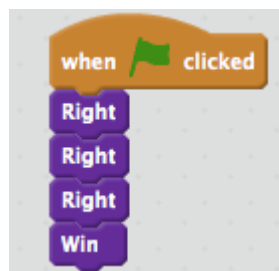
Outline of the Lesson:

- Demo Level 3.1 (5 minutes)
- Independent Work in Scratch (15 minutes)
- Demo Sensing and Conditionals (5 minutes)
- Independent Work in Scratch (15 minutes)
- Journal Entry (10 minutes)

Teaching/Learning Strategies:

Demo Level 3.1

- Open up level 3.1 and position blocks to get the solution below:



- Have the students build the solution successfully

Independent Work in Scratch

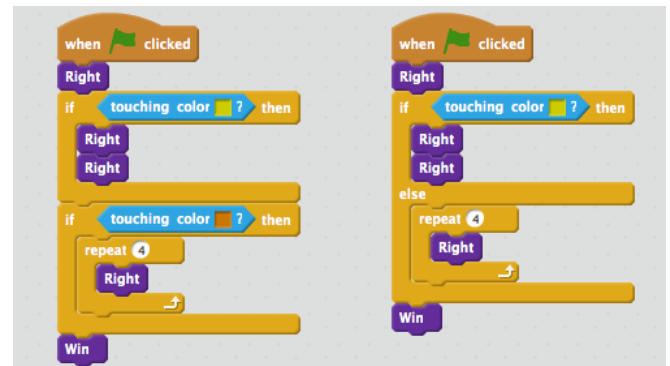
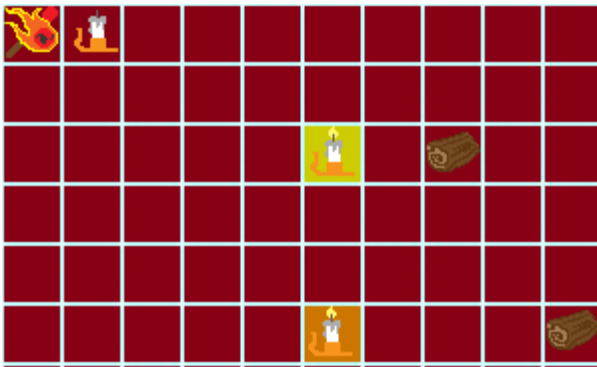
- Let the students work through more of the World 3 Puzzles

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- Tell them that, if they get to 3.5, they should run their solution multiple times to make sure it works each time

Demo of Sensing and Conditionals

- Using Level 3.5, demonstrate how to use Sensing and a Conditionals to solve the puzzle (either one of the two solutions below is valid):
- Make sure you show the kids the entire process of building the solution. These are confusing concepts.



Independent Work in Scratch

- Have the students continue World 3 puzzles
- Some of these (especially 3.6) are challenging, so let the students know they can move on if they get stuck

Journal Blog Entry

- Students will answer the question, “what did you learn today”?

Resources:

- <http://scratch.mit.edu>