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:

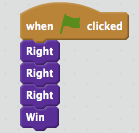
* Understand how to use Scratch to sense the world around them
* Use If Statements to solve puzzles

# 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

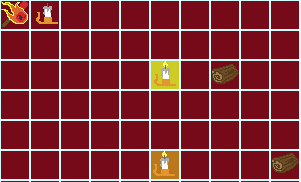
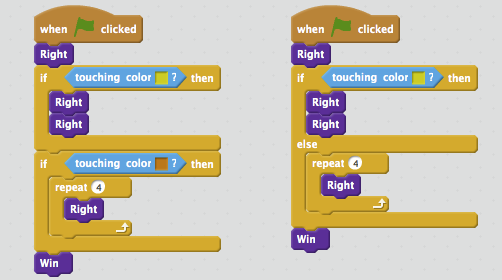
* Open up level 3.1 and position blocks to get the solution below:
* Have the students build the solution successfully

## Independent Work in Scratch

* Let the students work through more of the World 3 Puzzles
* 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>