**Instructional Day:** Day 1 from Unit D, Part 3

**Topic Description:** Students learn how to use the Pick Random block in Scratch.

**Objectives:**

The students will be able to:

* Utilize the random number generator within their Scratch scripts.

**Outline of the Lesson:**

* Introduce the Pick Random block (5 minutes)
	+ Show the students where to find the Pick Random block.
	+ Explain that the block chooses a different random number in the given range every time the block is run in the script.
* Demonstration of Pick Random block (5 minutes)
	+ Build the following script in front of the class to show how to use the Pick Random block:



* Demonstrate the use of the Pick Random block in a game (10 minutes)
	+ Build the following script in front of the class to inspire students to use randomness in their Scratch games:



* + You can add additional ball sprites with identical scripts to make the game more challenging:



* Independent work in Scratch (20 minutes)
	+ Have students create a game in Scratch that utilizes random number generation
* (Optional) Students write a journal/blog entry about what they learned (10 minutes)