**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:



* 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)