

CLICK-AND-TAG



SUGGESTED TIME
45 - 60 MINUTES

OBJECTIVES

By completing this activity students will:

- + be introduced to the concepts of events (one thing causing another thing to happen) and parallelism (things happening at the same time)
- + be able to explain what events are and how they work in Scratch
- + develop greater fluency with sequence, loops, events, and parallelism

ACTIVITY DESCRIPTION

- In this activity, students will create a virtual graffiti canvas for others to make art.
- Ask students to make a new project and give them the Click-And-Tag handout.
- If students complete the basic task, encourage them to explore the challenges in the "Things To Try" section of the handout.
- Ask students to reflect back on their understanding of events and parallelism by responding to the reflection on the right.
- Create a class slideshow of student graffiti art by collecting students' drawings after they complete the programming task. [right-click the Stage and select: "save picture of stage"]

RESOURCES

- Click-And-Tag handout
- Click-And-Tag studio
<http://scratch.mit.edu/studios/855000>
- Projector and screen to present student work (optional)

REFLECTION PROMPTS

- + How were actions triggered in your project?
- + What are the mechanisms that enable parallelism in Scratch?

REVIEWING STUDENT WORK

- + Can students explain what events and parallelism are and how they work in Scratch?

NOTES

- + Alert students that the suggested code uses the clear block from the pen palette to erase drawings each time the green flag icon is clicked.

NOTES TO SELF

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CLICK-AND-TAG

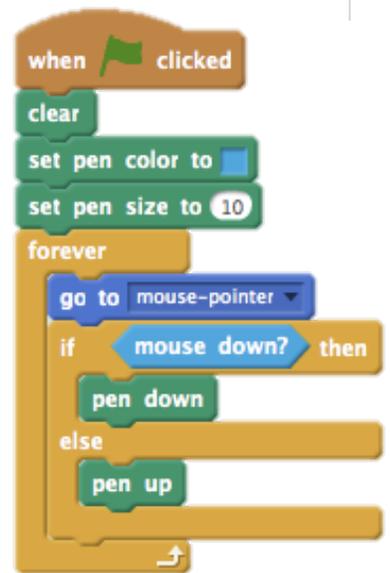
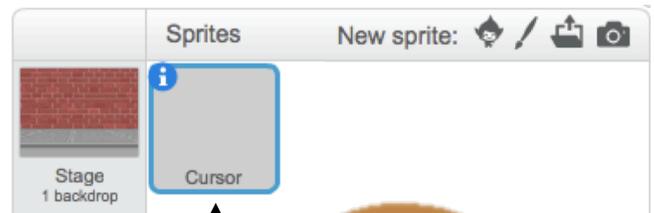
CAN YOU CREATE A SPACE FOR EVERYONE TO LEAVE THEIR MARK?

In this project, you will make a virtual canvas for others to paint their own digital art!



START HERE

- Choose a backdrop from the library for your project's stage.
- Paint a new sprite; one without a costume.
- Program the sprite to draw only if you click and drag.
- Spray away!



THINGS TO TRY

- Explore options to change to color of your drawing.
- Add a new sequence that plays spray-can sounds as you paint.
- Can you make the spray pen thicker as you click-and-hold?
- Right-click the Stage to save an image of your artwork.

BLOCKS TO PLAY WITH



FINISHED?

- + Add your project to the Click-And-Tag Studio:
<http://scratch.mit.edu/studios/855000>
- + Share your project with a neighbor and give each other feedback on your code and your artwork.

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