**My BLOG entries**

**First Day: (after intro to Scratch)**

1. Pick a username
2. Introduce yourself and “I am a 5th grade TechSpert at Boston Renaissance School.”
3. What are TWO things you learned today? (2 sentences)
OR
1) Pick a username and introduce yourself.
2) What is Scratch?
3) What kind of projects would you like to make with Scratch?

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**Kick off of Animate a Word Project**

Today, we will begin designing our Scratch games!

First, let’s practice some more with Scratch (since it’s been a while!)!

**Your assignment today:**

1) With your partner, create a new Scratch program to **animate a word**.

2) You must use the “Letters” sprites to build your word on the stage. Your word must be a **verb**, or an action word.

3) Animate the word to demonstrate what the word means. Show that you know how to use the **motion**, **looks**, **sound** and **controls** code in your script.

4) By 4:45, share the animation on the Scratch Ed community.

**5) Finally, from 4:45-5:00, BLOG your answers to these questions:**
1) Describe what you did during today’s activity. What did your final project do? What different Scratch blocks did you use to make it do that?

2) Was there time today when you clicked the green flag and your Scratch project didn’t it work like you wanted it to? If so, how did you find out what was wrong? What did you do to change it? Is that what you usually do?

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**Kick off of Internet Safety Scratch Project**

[**And here we go, Scratchers and Cyber Safety Experts!!**](http://education.lkrdesign.com/blog/?p=736)

Tuesday, April 5th, 2011

**And here we go, Scratchers and Cyber Safety Experts!!**

**1) International Scratch Day May 21, Field Trip forms are DUE April 29!**

**2) Pair up and plan your game!**

But first, what makes a “*good* game?” Let’s look at the rubric.

**Your Scratch game should:**

**1) accomplish a GOAL:** by the end of the game, the gamer should understand how to stay safe online!!

**2) tell a STORY**: recreate a situation for each of the 4 Internet Safety Rules and how someone can use their NetSmartz to stay safe online.

**3) be ORIGINAL:** use characters, backgrounds, and sounds in creative ways!

**4) show that you CARE:** use your time well and go beyond the expectations!

**5) show your SKILLS:** organize and debug your Scratch code!

**Your Scratch game is due…(drumroll)…Friday, May 20!**

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**Last Day:**

**When you are done with your Scratch Internet Safety project, create a new blog post and answer the following questions:**

1.     What did your final project do? Which different Scratch blocks did you use to make it do that?

2.    Was there a time when you clicked the green flag and your Scratch project didn’t work like you wanted it to? If so, how did you find out what was wrong? What did you do to change it?

3. Can you give me an example of something you did in a Scratch project that made it different from everyone else’s? If so, where did that idea come from?

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**ALL Questions for Scratch Students (from EDC, Fernando Cervantes):**

*Computational concepts*

1. What is Scratch?
2. Describe what you did during today’s activity? What did the final project do? What different Scratch blocks did you use to make it do that?

*Testing/debugging*

1. Was there time today when you clicked the green flag and your Scratch project didn’t it work like you wanted it to? If so, how did you find out what was wrong? What did you do to change it? Is that what you usually do?
2. When you have a question about your Scratch project, how do you get help?

*Connecting/remixing*

1. What is your favorite comment you have heard from someone else about your project?
2. Has someone else’s comment about your Scratch project, make you want to go back and change something in your project? If so, what was it?
3. Can you give me an example of another project that gave you ideas or that you borrowed from for one of your own projects?
4. Have you let other people (either in your class or on the website) know that you liked his or her project? What did you tell that person and how (in person, on the blog)?

*Expressing*

1. Can you give me an example of something you did in a Scratch project that made it different from everyone else’s? If so, where did that idea come from?
2. Is there something that you can think of that you would like to do in Scratch, but that it will not allow you to do or you do not know how to do yet?
3. If you were to create a new Scratch project and have it do anything you would like? What would it do and where did the idea come from?

*Iteration*

1. Do you think you could change your last completed Scratch project to make it use fewer blocks but still do the same thing? If yes, how would you do this? If not, why not?

*Understanding/thinking like a programmer*

1. Check out the following project.
	* 1. <a href='http://scratch.mit.edu/projects/fcoCCT/1590385'><img src='http://scratch.mit.edu/static/projects/fcoCCT/1590385\_med.png' width='425' height='319' alt='Scratch Project'></a>
	1. Using only a pencil and paper, explain to me how it works.
2. If I asked you to give directions to a friend so they could find the nearest bathroom at your school, how would you write the message by only using Scratch blocks?
3. Pick one from the following list?
	* 1. a toaster
		2. a pencil sharpener
		3. an umbrella
	1. Can you describe how the [toaster, pencil sharpener, umbrella] works using Scratch blocks?
	2. How would you change the [toaster, pencil sharpener, umbrella] to make it work better?
	3. Who do you think would be interested in using the [toaster, pencil sharpener, umbrella] with your changes? And why?