

Twinkle Twinkle
Little Star ✨
How I wonder
What You Are!
Up Above
The world so high.
Like a Diamond 💎
In the Sky!

Learn to program on phone with Pocket Code

Lesson 2: Play a Rhyme

About CEL

Code to Enhance Learning is nonprofit uses coding as a tool to build critical thinking, creativity, collaboration and perseverance in children in grade 5-9.

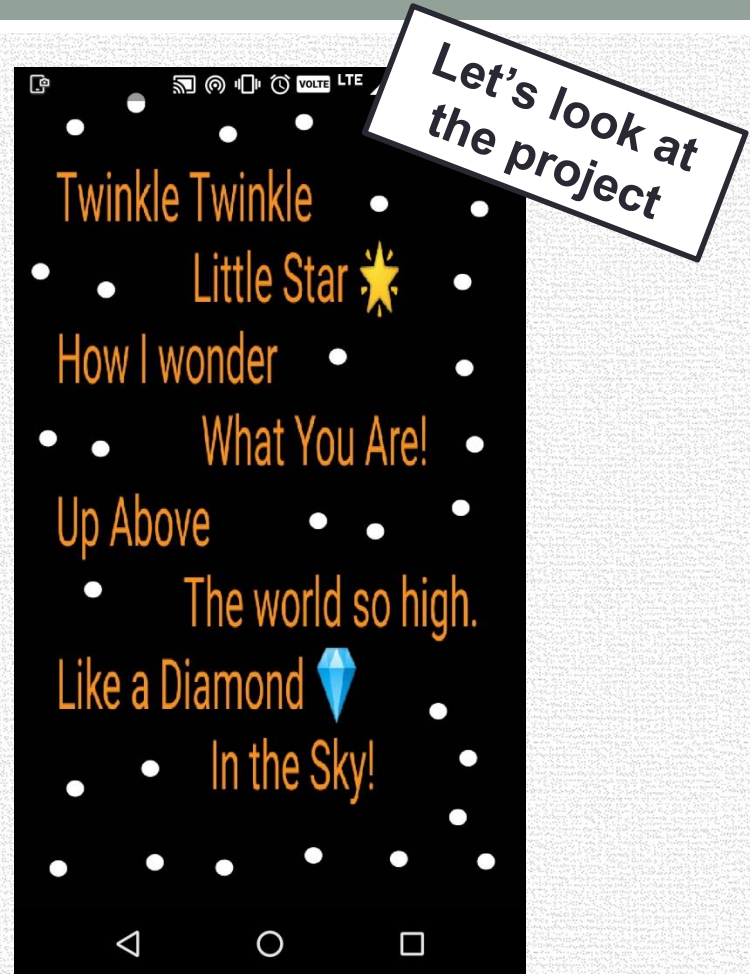


Lesson 2

Play a Rhyme

Objective:

We will make an application to play out favorite rhyme.



What have we learnt till now?

1) What is a program?

The instructions that a computer can understand to complete a given task is called **Program**. Program is also called a Code or a Script.

2) What is Pocket Code?

An application which allows us to write program using block based language to make animation, games and application.

2) What is sequence?

Things in a logical order.

Events

In modern applications, making it interactive is important to keep the users engage. For example, when you click on your phone the application starts, swiping a screen to change the content, etc.

Such actions tells computer what it is supposed to do and are called Events. Events are defined as an action which causes other things to happen.



Talk to your partner:

- Where have you seen events in real life?



Let's share the response.

Play a Rhyme: (Teacher Models)

Let's do abstraction (i.e. to identify important details) to make understand project and make it simple

1) What will happen on the stage?

➤ On tapping the screen, the lyrics of rhyme will show and the rhyme will play

2) What sprite and backdrop will be needed on the stage?

Backdrop

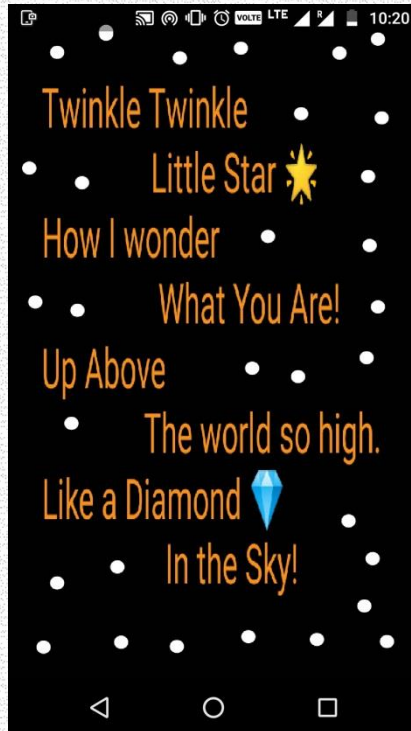


Sprite

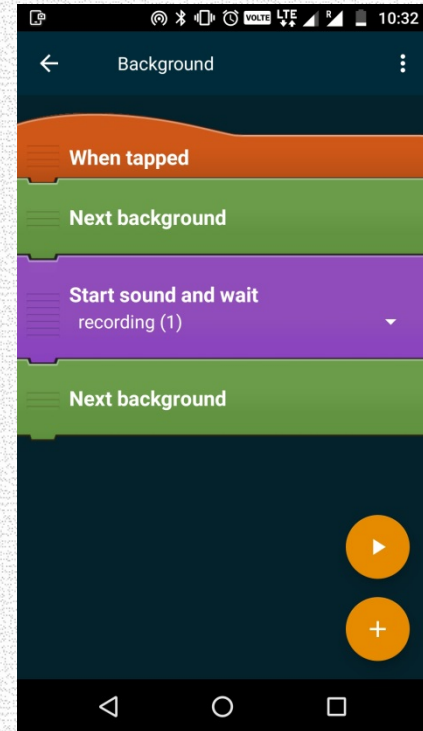
Play a Rhyme: (Teacher Models)

Let's make the project and write codes for the sprites...

Backdrop



Codes/Programs



Quiz:

1. What is an event?

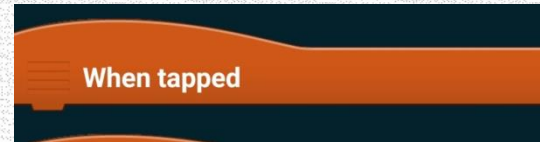
Quiz:

2. Which of the following block you will use to run a program when the stage is tapped?

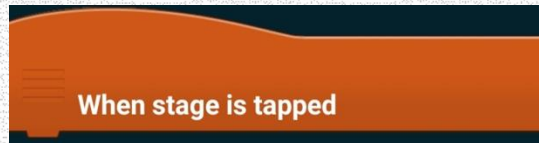
A)



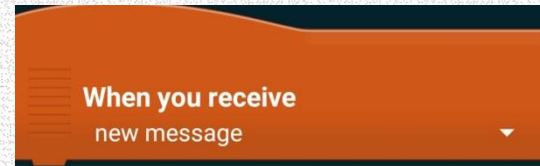
B)



C)



D)



Closing:

- What did we do today?
- What is one thing that you liked in the class the most?
- What did you learn?

Supported by



Code To Enhance Learning

Website: www.codetoenhancelearning.org