



Learn to program on phone with Pocket Code

Lesson 6: Make a Story

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 4-9.

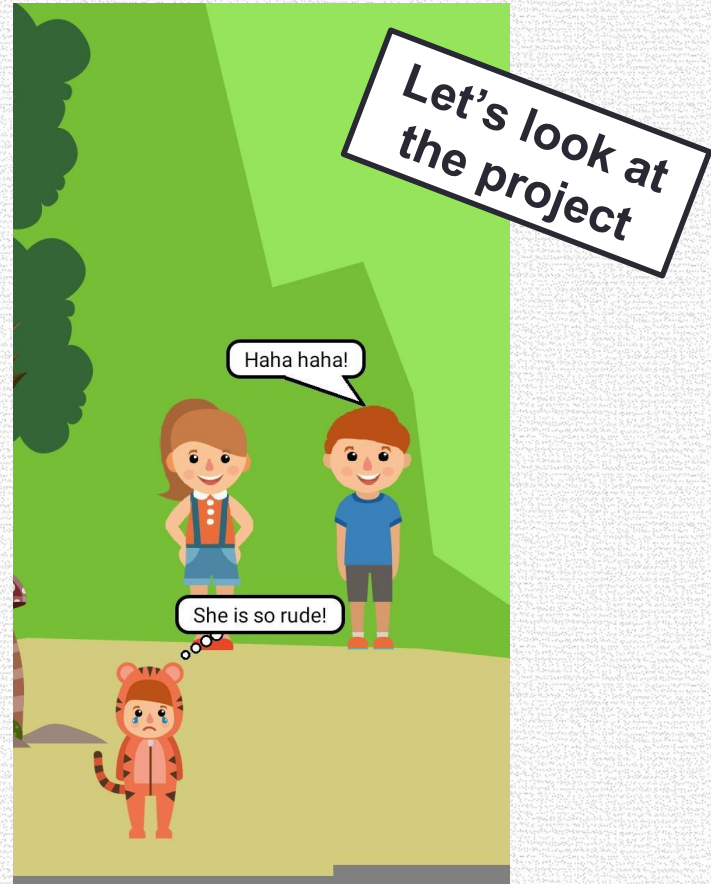


Lesson 6

Make A Story

Objective:

We will make an animated story.



Let's Recall:

1. What is Sequence?

A logical Order

2. What is Events?

An event in an action due to which something happens.

3. What is Loop?

Repeats a sequence of instructions

Let's Recall:

4. What is Nested Loops?

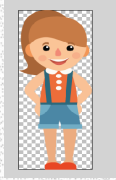
A loop within a loop

5. What is Conditionals?

Conditionals are expressions that evaluate to either true or false.

Story Telling:

Beginning



Middle

End

Introduction of the characters and the setting

Introduction of the problem, introduction of solution and its implementation

Climax with the result of the solution appears.

Parallelism

Parallel processing/Parallelism is the ability of the brain to do many things (aka, processes) at once.

For Example- You are doing your homework and any friend of yours calls you to chit chat. So sometimes it happens that while talking on your phone you are continuously working on your homework. Here you are working two different things at the same time.



Talk to your partner:

- Any other daily life example of Parallelism?



Let's share the response.

Event Broadcasting:

It is a type of event where instructions are transmitted from a sprite or backdrop to cause other things to happen.

The instructions transmitted can be received by one sprite also and by all the sprites/backdrop in parallel also.

When the instruction is received by more than one sprite in parallel then it leads to parallelism. Parallelism is many things occurring at the same time.

Make A Story: (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?

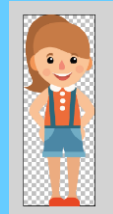
➤ When Scene starts, we will see a story will play out in front of us.

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

Backdrop



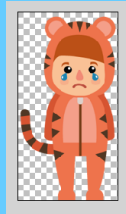
Sprite 1



Sprite 2



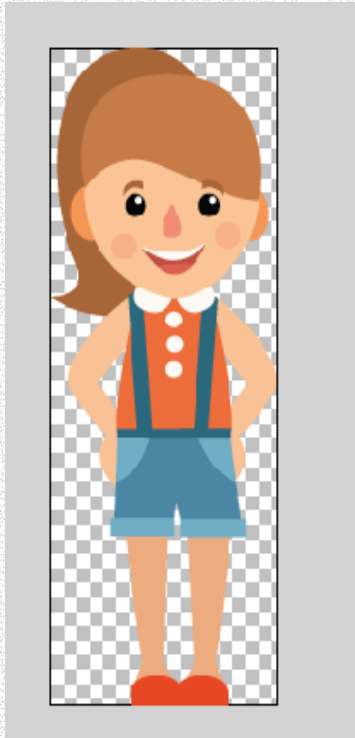
Sprite 3



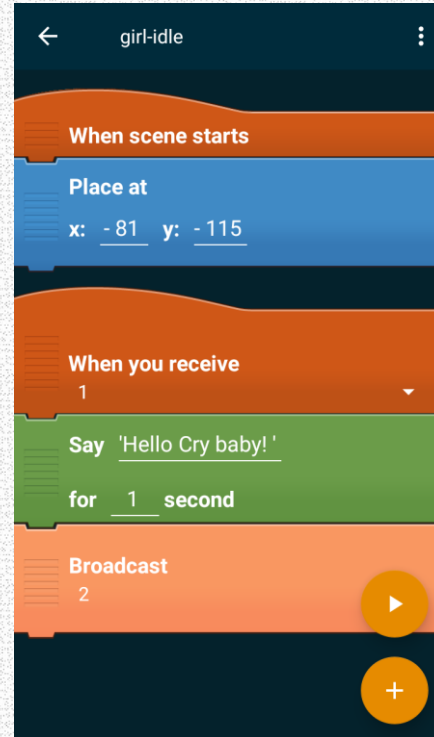
Make A Story: (Teacher Models)

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

Sprite



Codes/Programs



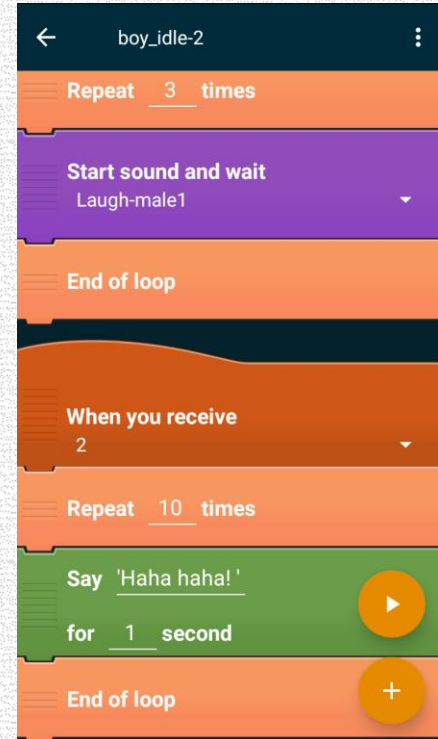
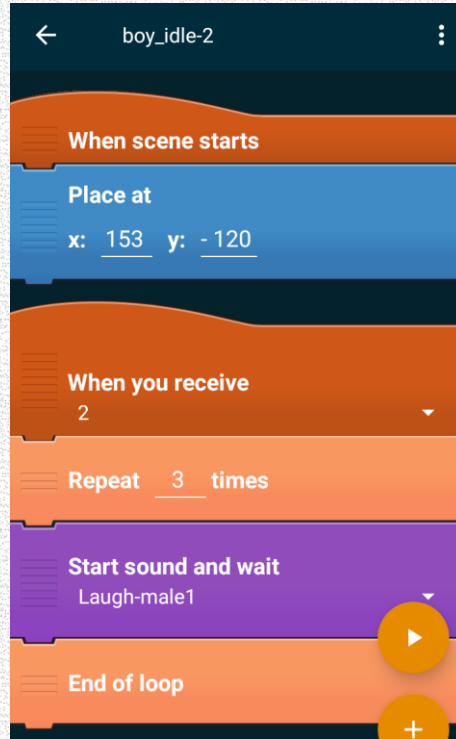
Make A Story: (Teacher Models)

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

Sprite



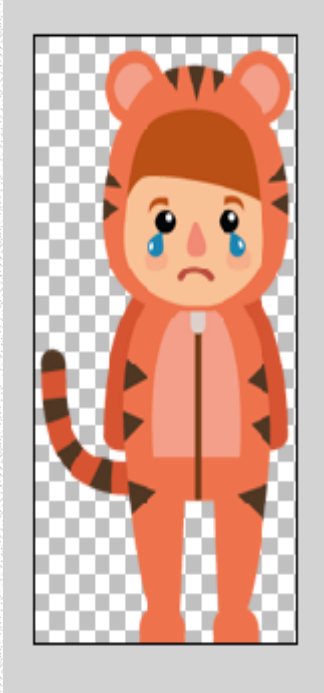
Codes/Programs



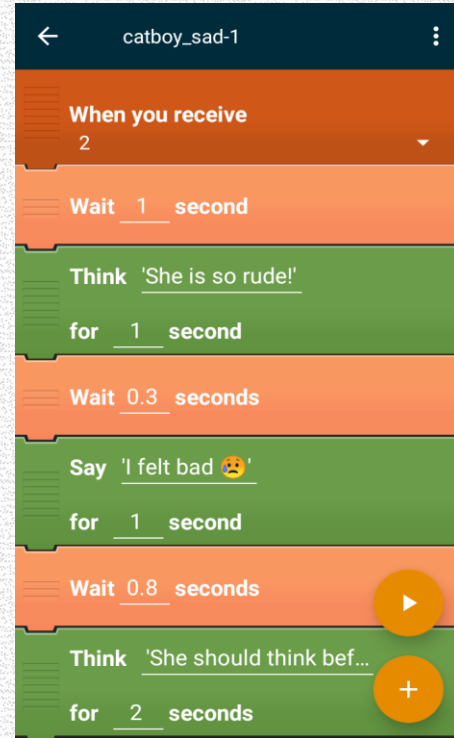
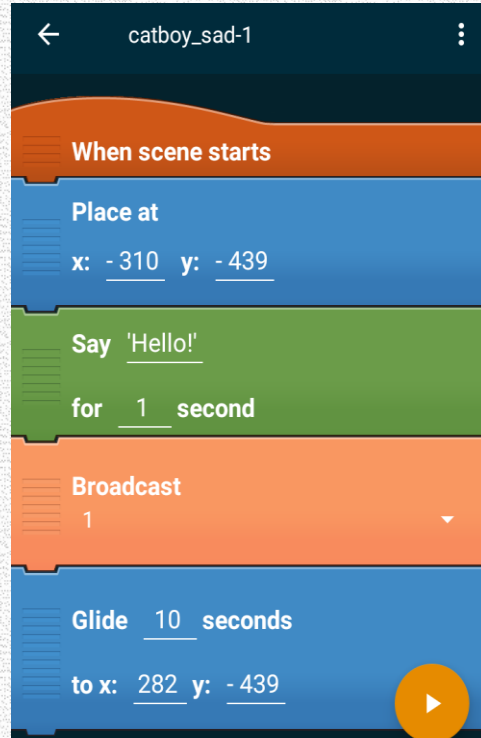
Make A Story: (Teacher Models)

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

Sprite



Codes/Programs



Quiz:

1. What is Parallelism?

2. What is Event Broadcasting?

Quiz:

2. Identify which of the following program has Event Broadcasting block?

A)

When scene starts

Say 'WuWu... WuWu... ' for 1 second

Think 'I felt bad 😞'

B)

When tapped

Say 'WuWu... WuWu... ' for 1 second

Think 'I felt bad 😞'

C)

When stage is tapped

Say 'WuWu... WuWu... ' for 1 second

Think 'I felt bad 😞'

D)

When you receive 1

Say 'WuWu... WuWu... ' for 1 second

Think 'I felt bad 😞'

Closing:

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

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Website: www.codetoenhancelearning.org