3.10 Project Coding Day7

Summary
Students complete the programming of their pinball game in Scratch.

Learning Objectives
After this class, students will be able to:
- Add scoring, color changes, and sounds to their pinball game.

Materials
- Computers with internet access

Time
80 minutes

Preparation
Students will finish programming their main project for this unit in Scratch. The worksheet for this lesson builds upon the previous worksheet and assumes that students have saved their work from the previous coding day.

Procedure/Pacing

1. Help students get started with Scratch by accessing the Scratch website Scratch http://scratch.mit.edu. Once students have successfully reached the website, have them follow the instructions on Worksheet 7 to complete their programming for the day.
2. Once students have completed the worksheet, remind them to save their Scratch project where they will be able to access it to complete the next worksheet during next class period.
3. Give students instructions for how they should turn in their work so far.

In-Class Assignment
Assignment 3.10.1: Worksheet 7

Resources
- Scratch http://scratch.mit.edu
- Code.org 20 hour course https://studio.code.org/s/20-hour

Homework
- Catch up with worksheets as needed to complete the project.