

3.6 Project Coding Day 4

Summary

Students continue programming their pinball game in Scratch.

Learning Objectives

After this class, students will be able to:

- Identify why functions are used.
- Identify a function call, function definition, and function parameter (or variable).
- Use Scratch function blocks to create a function to determine what action a sprite takes when it hits a pinball peg.

Materials

- Computers with internet access

Time

80 minutes

Preparation

Students will continue 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 4 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 3.6.1: Worksheet 4

Resources

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

Developed through a partnership between the University of Utah College of Engineering and Granite School District

Homework

Assignment 3.7: Code.org Activities: Debugging

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