

# Enjoying coding

*Lesson Plan*

**Title: Our best wishes with Scratch**

**Class: 2<sup>nd</sup> -6<sup>th</sup> Primary**



## Description

We describe the instructions to partners so they can reproduce them perfectly.

We use Scratch.

We train with simple animations.

We share the result of our work.

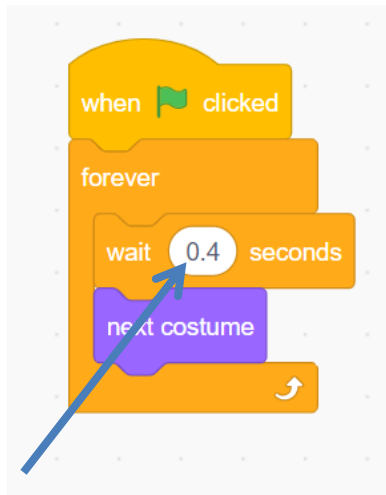
## Method

Choose a winter background

Add Sprite Christmas Tree

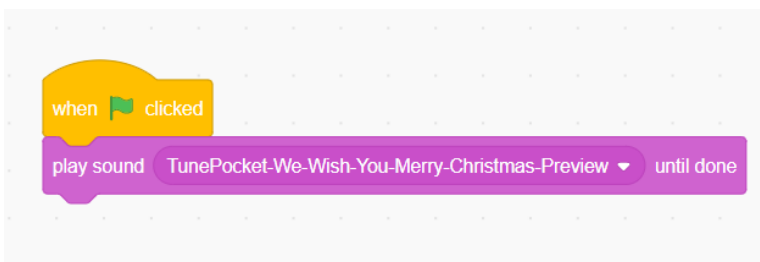
Add sprite Ball and duplicate the Ball sprite 5 or 6 times

Apply these commands to each ball



Change the waiting time for each ball

Play Christmas music playing it in the background



## Targets

Computational thinking is characterized by the use of certain mental processes such as:

- Breakdown of a complex problem into smaller parts
- Analyze the data and organize it
- Represent information through codes or other symbolic systems
- Creating algorithms or sequences of simple instructions to solve problems
- Debug

## Necessary material

Computer

## Timeline

Two hours of school.

## Verify

Check if the visual block code was created correctly.

Stimulate creativity (each child personalizes his or her animation)

Error Checking: This activity also allows for error checking through debugging, which is essential for training and learning