

Module 10

Scratch Project

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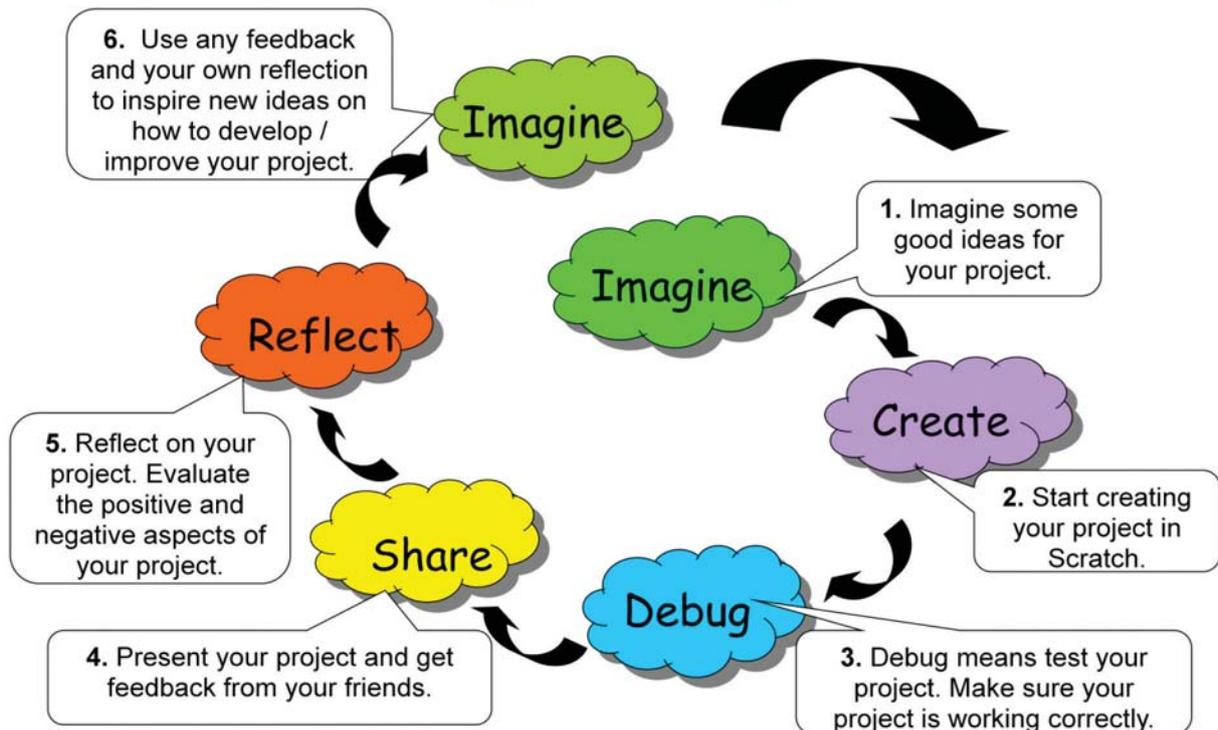
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Getting Started

Introduction

You will create a Scratch project in this module. You will follow the MIT Media Lab creative thinking spiral model that was introduced in Module 8. This design process is outlined below.

Scratch Project Design Process



What do I need to include?

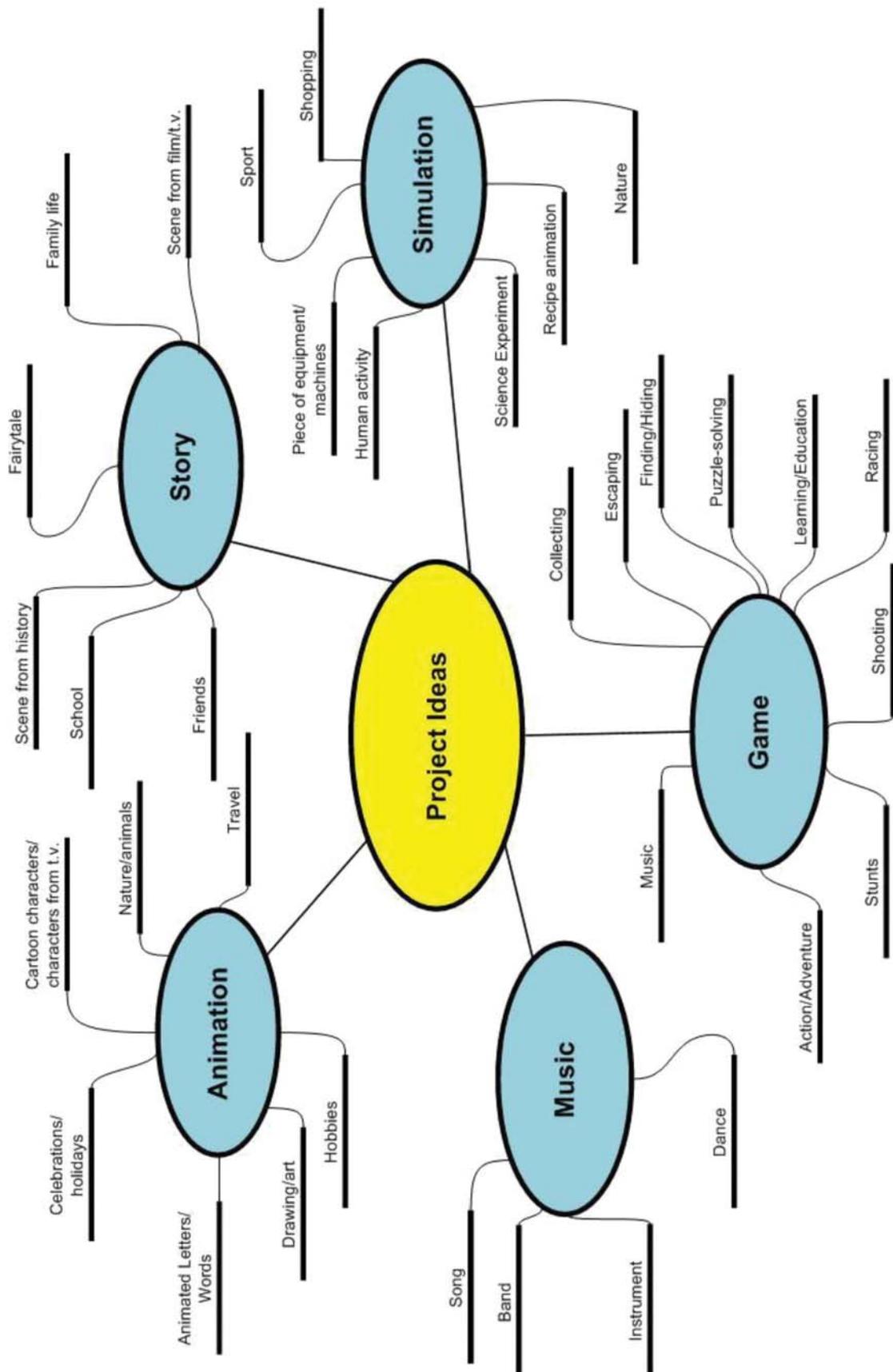
Your Scratch project will include the following:

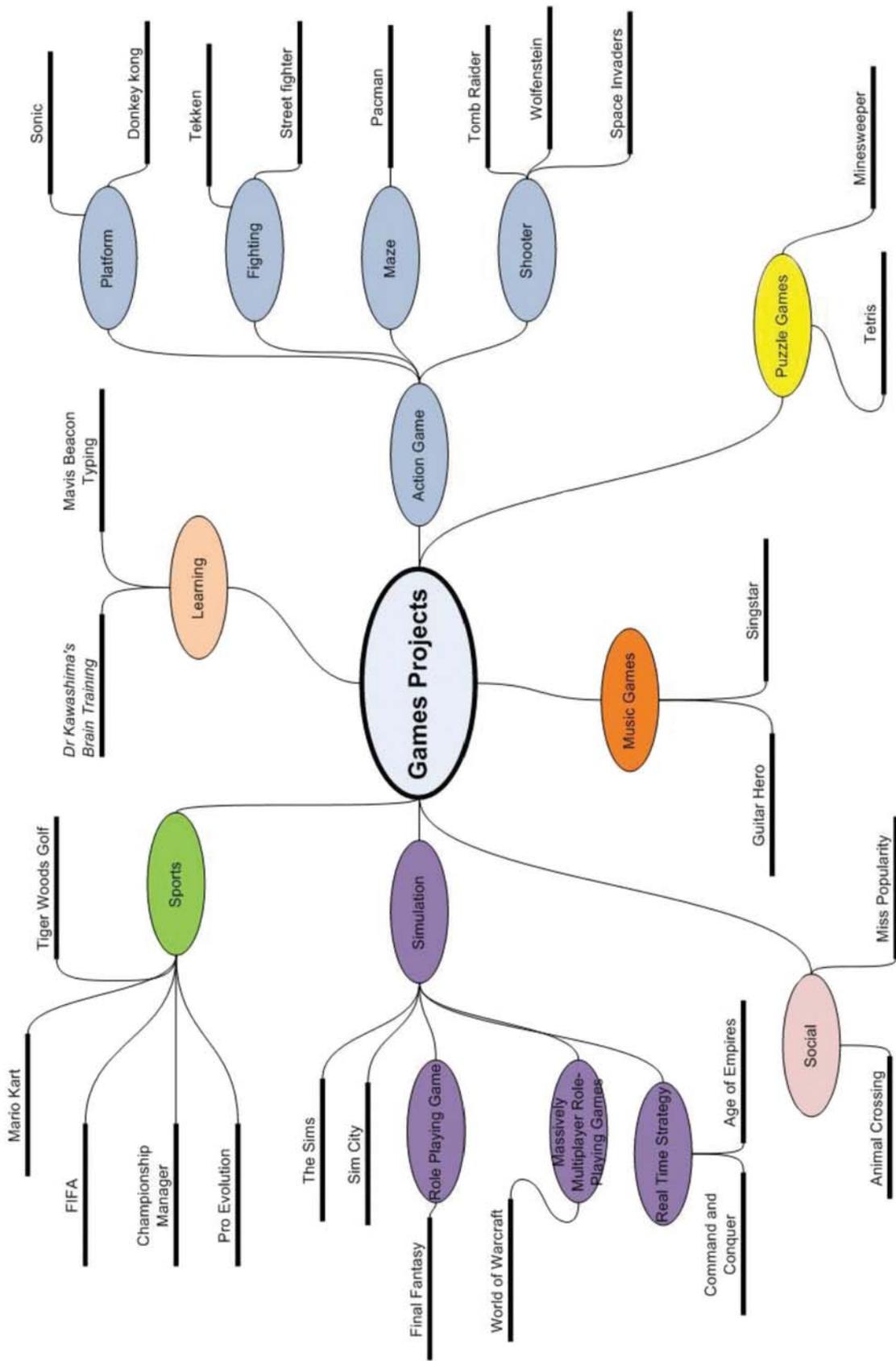
- At least 2 sprites
- More than 1 background
- Iteration (repeat loops)
- Conditional statements (if...)
- At least 1 sound
- At least 1 variable



- You will be provided with a checklist to help you confirm that you have included all the above criteria in your project.

The following graphs should inspire you with ideas for your project. You can also check out the Scratch National Finals projects for inspiration at <http://scratch.mit.edu/galleries/view/83422> or just visit the projects area of the scratch website at <http://scratch.mit.edu/latest/shared>





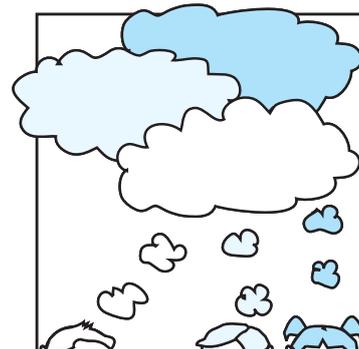
Brainstorm

Think of as many ideas as possible for your project. Write down all ideas and suggestions. You may work on your project alone or as part of a team.

Student Name(s): _____

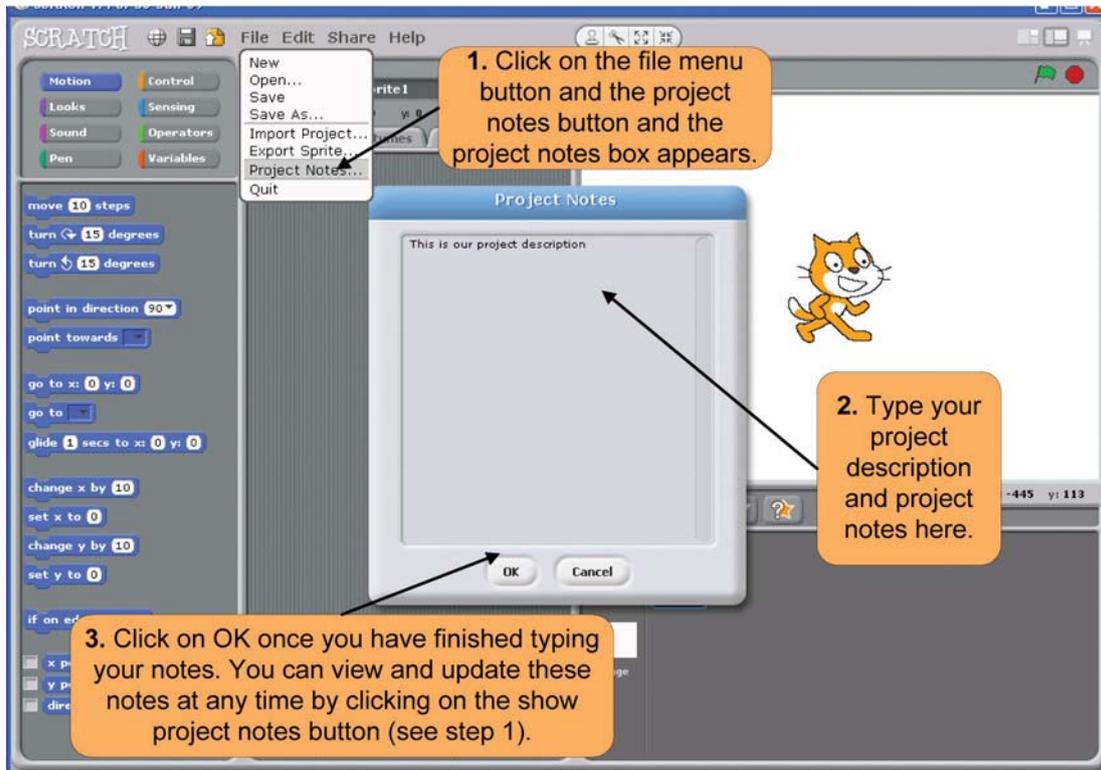
Project title: _____

Brainstorm ideas (write words or draw pictures on anything relating to your project):



Scratch Project Notes

Once you have decided on a final idea, write a brief project description in the project notes section of Scratch. The following image illustrates how to access the project notes section of Scratch.



Create

Now it is time to design and create the project from the ideas in the brainstorm.

Project Design

Use your brainstorming to describe all sprites used in your project.	
Use your brainstorming to describe all backgrounds used in your project.	
Describe the sounds used in your project.	
What are the instructions for operating your project?	
Describe the following phases of your project: <u>Start:</u>	
<u>Middle:</u>	
<u>Finish:</u>	
What variables are used for your project?	

Diary of work. If you are working as a team you can acknowledge tasks completed by individuals. Place the initials of the group member(s) who are responsible for completing a task in brackets beside that task. **(To be filled in and handed up at the end of each day of work)**

Date	Work Completed

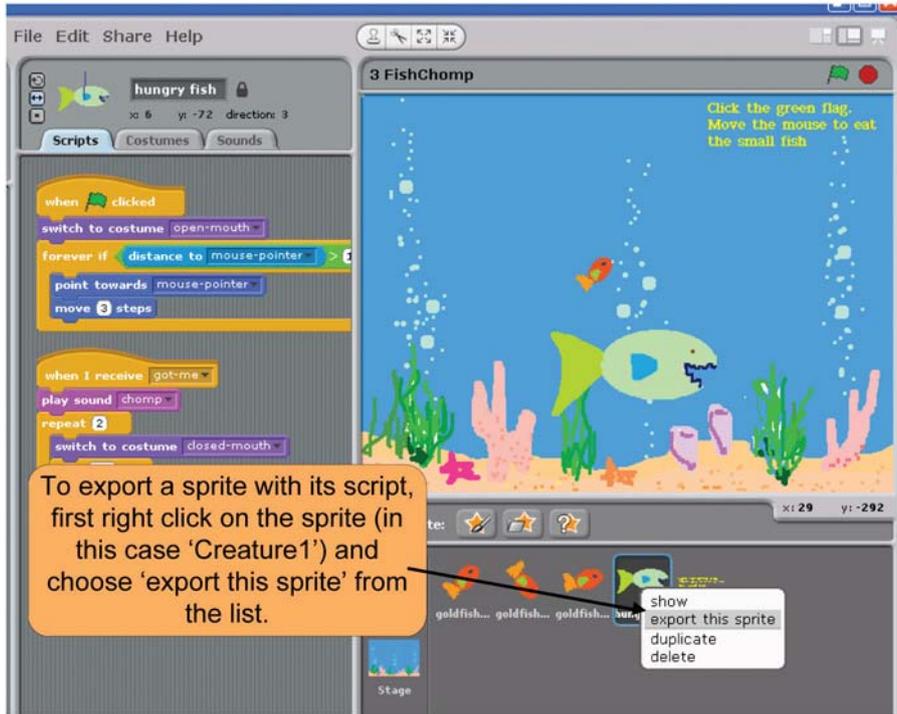
Date	Group Member 1 Work Done	Group Member 2 Work Done	Group Member 3 Work Done

Sharing

How to Share Your Sprites

If you are working as part of a team it is useful to know how to share sprites. Sprites can be exported and imported into different Scratch files.

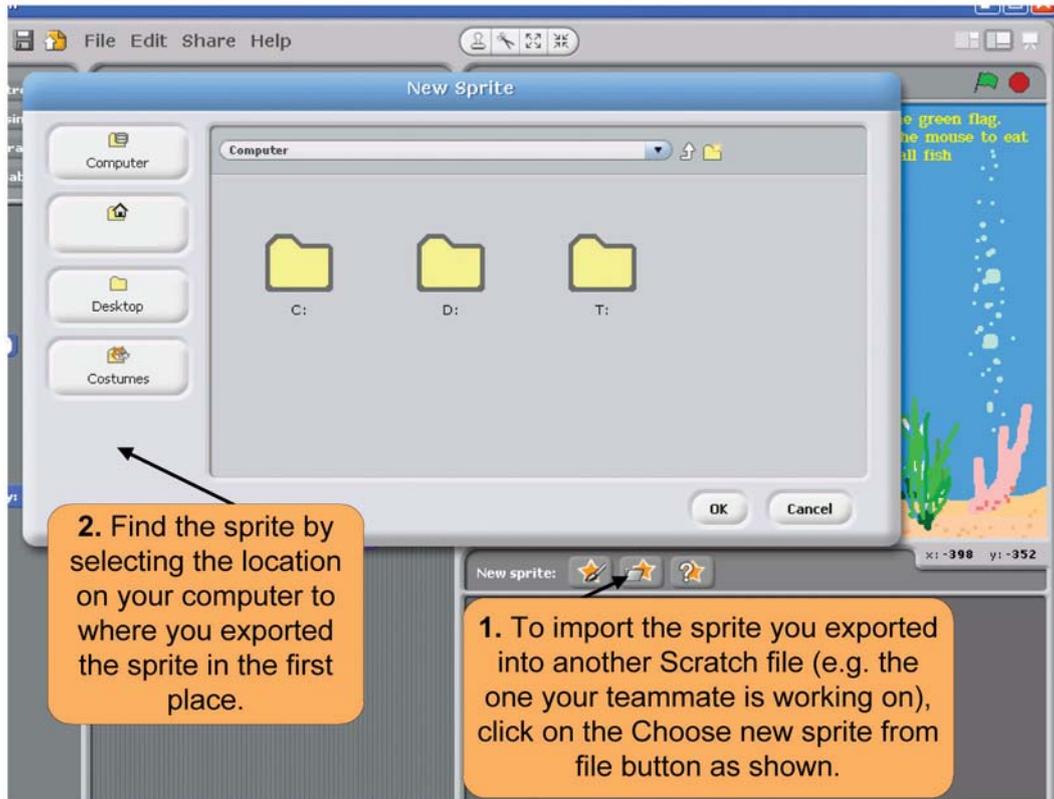
1. Right click on the sprite you wish to export and choose 'export this sprite' from the list, as shown.



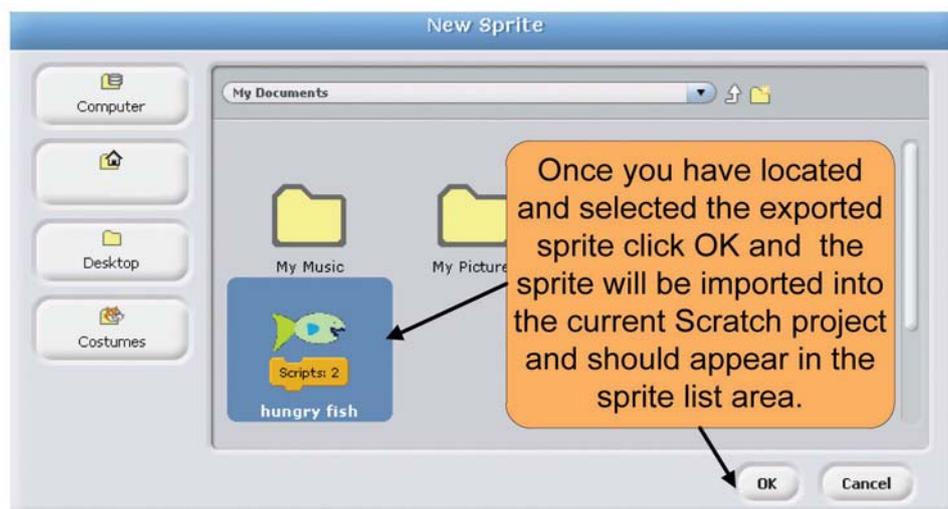
2. Choose a location on your computer where you wish to export the sprite. The sprite will then be exported, together with its script.



- To import the sprite into another Scratch project, open the project and click on the 'choose a new sprite from file' button, as shown. Find the sprite by selecting the location to which you had exported it from the previous project.



- Once you have located the sprite, select it and click OK. This will import the sprite, together with its script, into the current project, where it will appear in the sprite list area.



Using a Scratch Account

1. Open the Scratch homepage at <http://scratch.mit.edu/> then click on the signup link at the top of the page as shown below in the following image.



2. Enter your details to set up an account as follows:

The image shows the 'Create an account' form on the Scratch website. The form includes the following fields and callouts:

- Username***: A text box containing 'marty'. Callout: 'Enter a username here. It must have at least 3 characters but there is no need to enter your full name.'
- Password***: A text box with masked characters. Callout: 'Enter your password here. It should have at least 6 characters.'
- Confirm Password***: A text box with masked characters.
- Birth date***: A dropdown menu for the month (April) and a text box for the year (1993).
- Email***: A text box containing 'mp24@hotmail.com'. Callout: 'Enter a valid email address here. This is necessary to recover a lost password.' Below the field is a note: 'A valid email is required to recover a lost password.'
- Gender***: A dropdown menu set to 'male'.
- Country***: A dropdown menu set to 'Ireland'.
- State/Province**: A text box.
- City**: A text box.
- sign up**: A blue button at the bottom of the form. Callout: 'Click on sign up once you have completed the details above.'

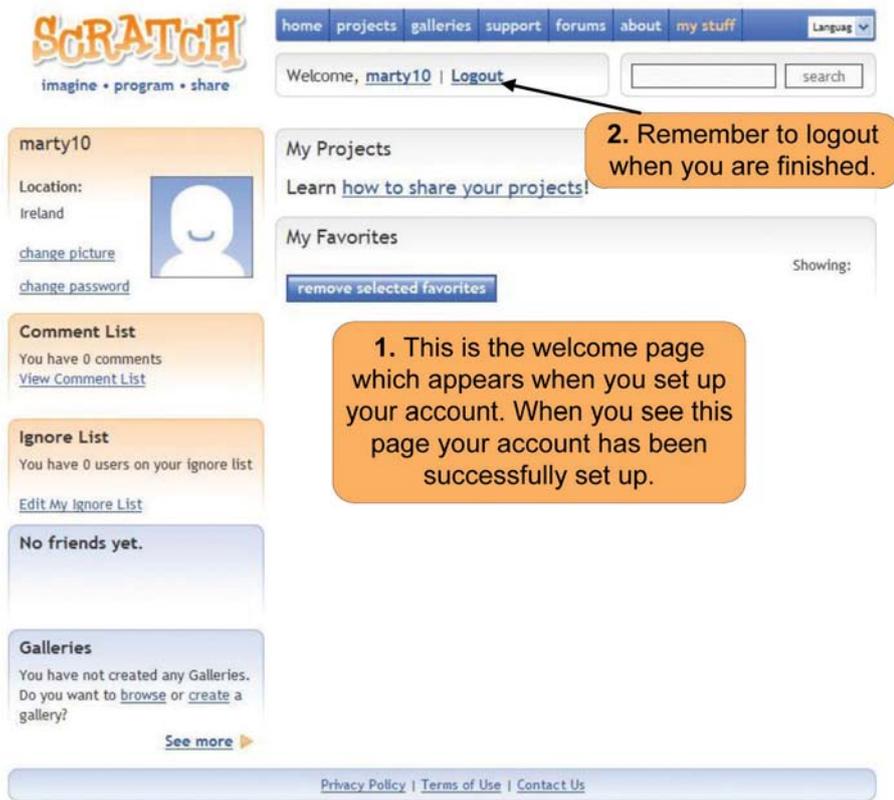
At the bottom of the form, there are links for 'Privacy Policy', 'Terms of Use', and 'Contact Us'.

It may be useful to note your username and password in the spaces as you will need them each time you login to your account on the Scratch website.

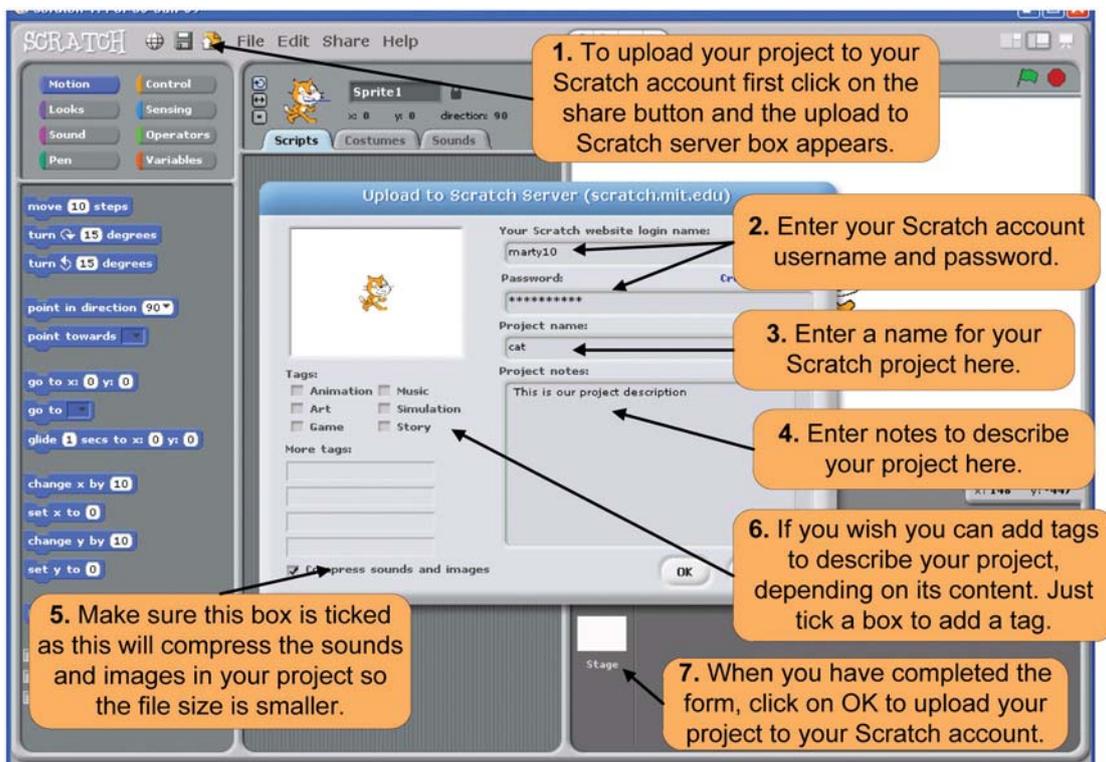
Username:

Password:

3. Once you have clicked sign up, the following welcome page will appear.



4. The following images show how students can upload their projects to their account on the Scratch website.



The following screen appears as your project is being uploaded.



Once your project has been successfully uploaded to your account, the following screen appears.

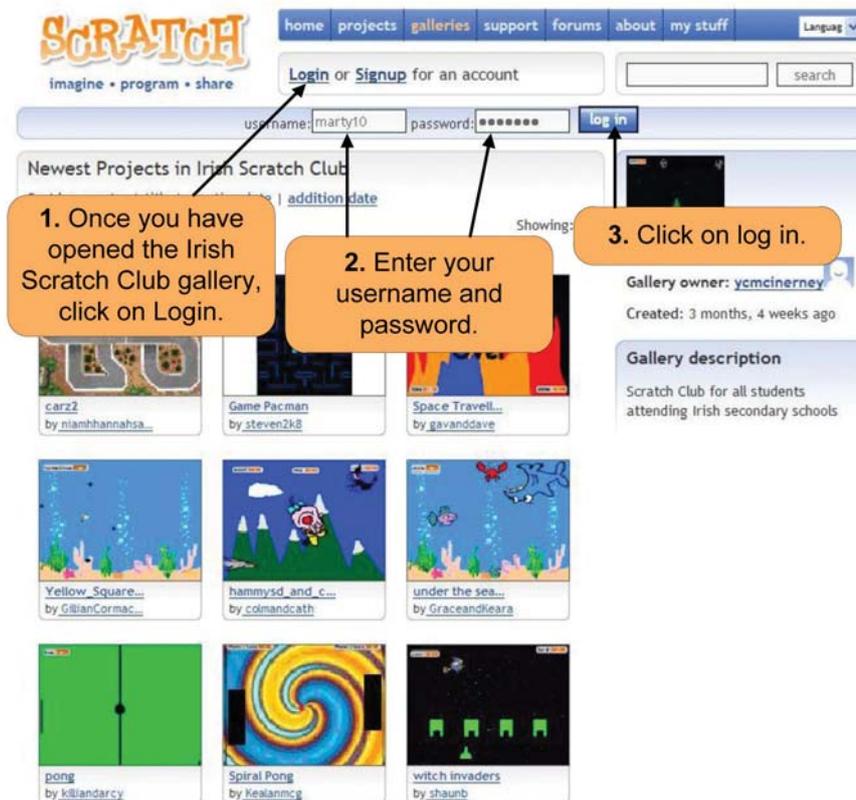


5. Once the project has been uploaded, you can view the project by logging in, using your username and password, on the Scratch homepage. Your project should appear on your welcome page, this makes it easy to view and download your project from any computer that is connected to the internet.

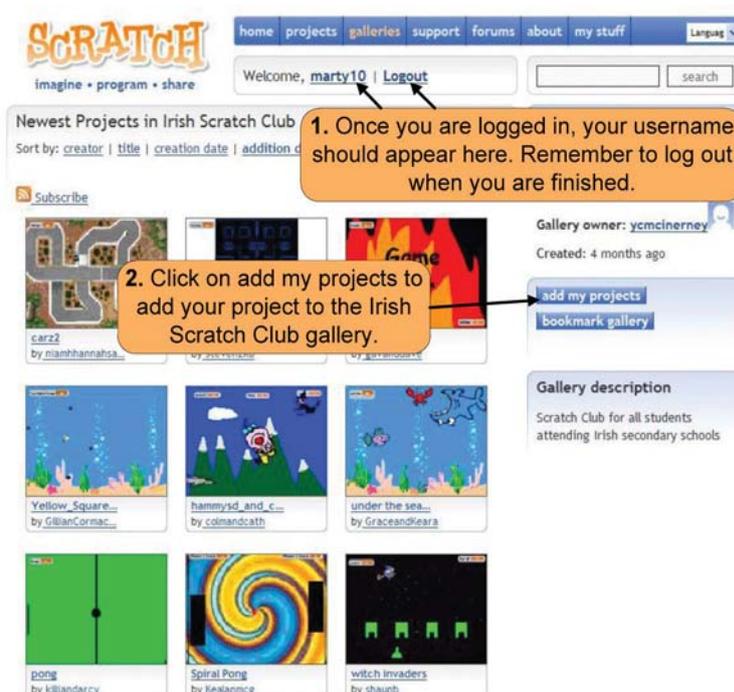
N.B. Each time you are uploading an edited version of their project to your Scratch account, you should enter a new project name for the new version e.g. 'cat version2'. This will mean that you will have a number of versions of the project stored in your account on the Scratch website.

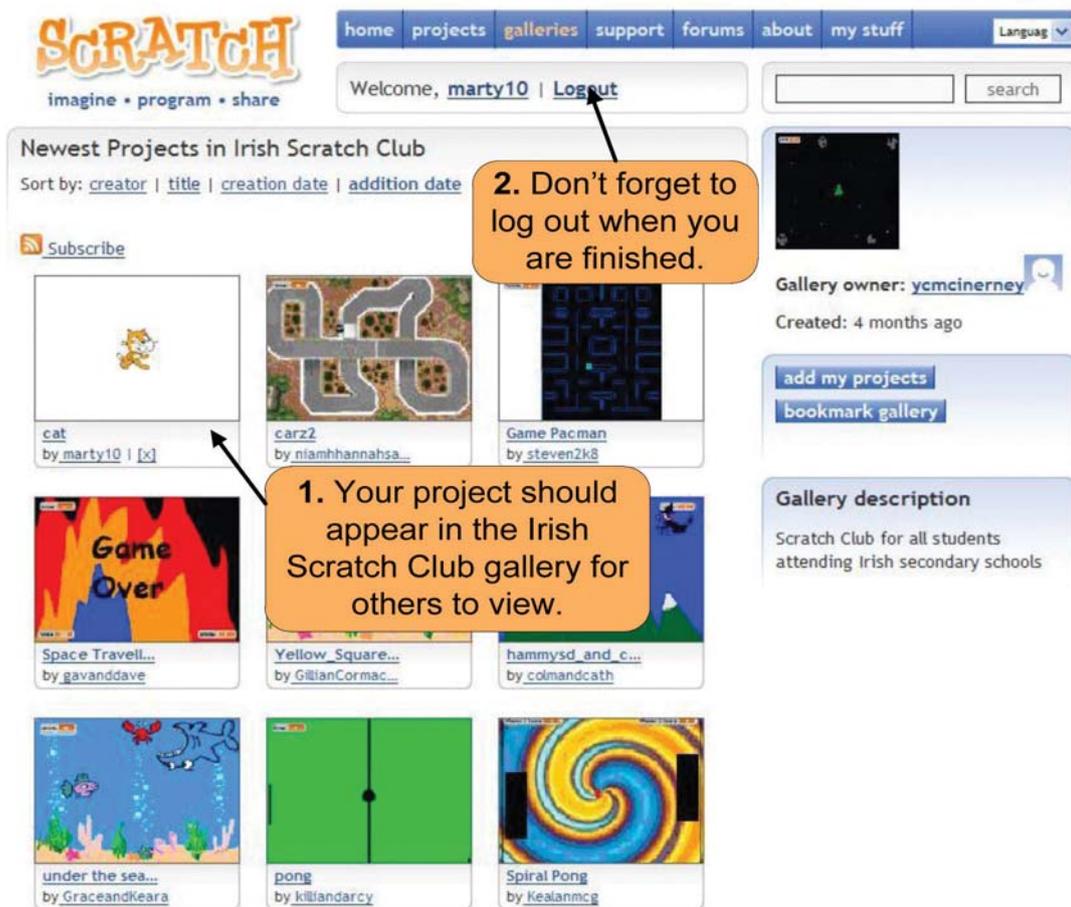
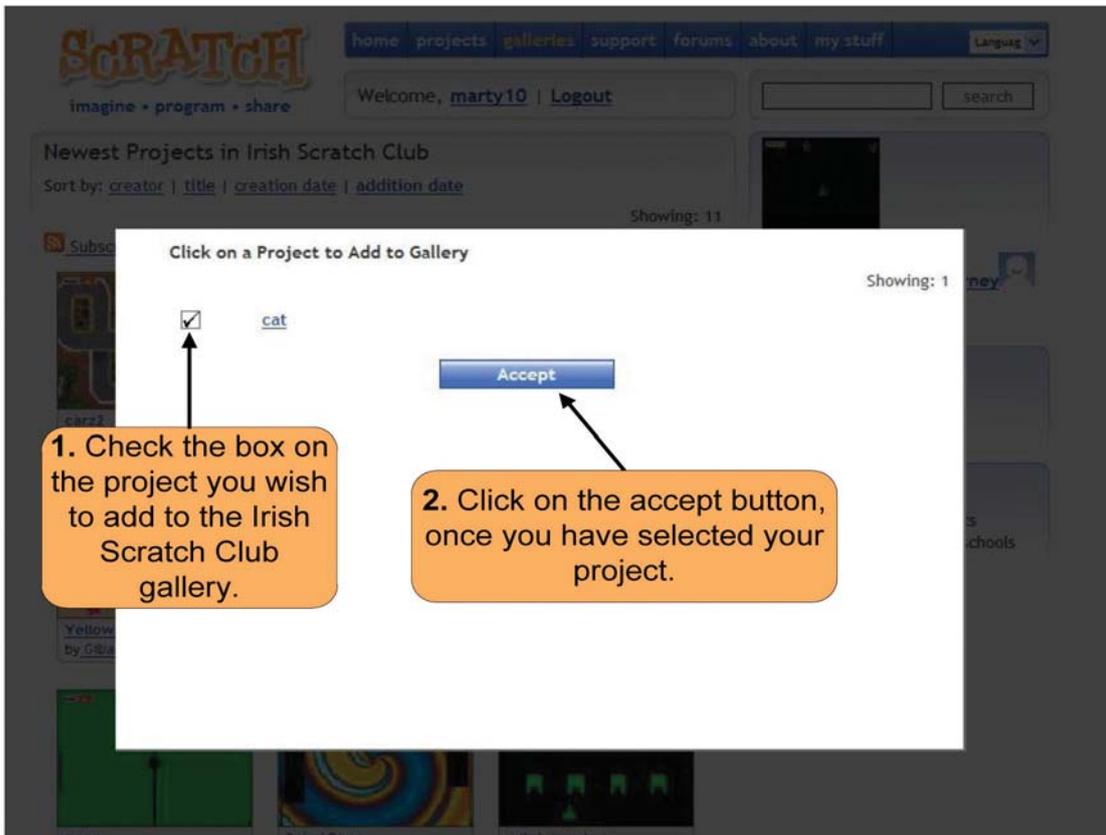
Sharing Projects with the Irish Scratch Club

1. Open your Internet browser and to open the Irish Scratch Club gallery page by typing in the following address: www.tinyurl.com/irishscratchclub.
2. Log in to your own account from the Irish Scratch Club gallery. The following image explains how to do this. Alternatively you can just search for the Irish Scratch Club once you have logged in to the Scratch website.



3. Once you are logged in, you can add your projects. The following images show how this can be done.





Presentation

You will make a presentation of your Scratch project. Let's review some of the tips for making a good presentation that were covered in module 8.

Practising your Presentation

- Practise your presentation with a friend beforehand.
- Don't memorize your text.
- Think about your key ideas and your words will follow naturally.

Your Big Moment

- Use your opening to catch the interest of your audience.
- Briefly introduce the topic you will present.
- Describe or outline the main ideas for your presentation.

When Speaking

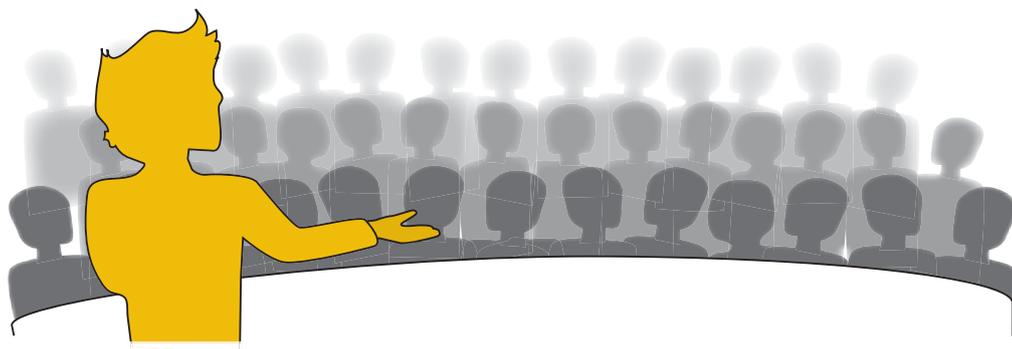
- Keep your eyes on the audience.
- Don't turn your back on your audience.
- Be enthusiastic and maintain good posture.
- Speak clearly and project your voice.
- Pause briefly before each new topic.

To finish

- In your conclusion, summarize the main ideas of your presentation.
- Mention challenges / positive aspects of the project.

Answering Questions

- Leave time for questions at the end.
- Relax... having done your research you should be able to answer most questions.
- If you can't answer a question, say you will try to find the answer.



Fill in the plan below to help structure the presentation. Don't forget to use initials to allocate responsibility if you are working in a group.

Introduction	
Diary of Work	
Description of Project	
Testing – problems / solutions	
Challenges faced / Things enjoyed	
Conclusion	

Taking the class feedback into account and your group's evaluation of the project, suggest 2 improvements for your project.

Suggested Improvements for the Project

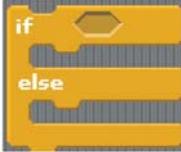
1.

2.

End of Module Quiz

- 1 Which one of the following is a computer simulation?
- A. A cartoon accompanied with music
 - B. A car racing game
 - C. A model that predicts how a category 5 storm will impact the west coast of Ireland
 - D. A puzzle that is solved by finding hidden clues

- 2 Which one of the following blocks is a conditional statement?

- A. 
- B. 
- C. 
- D. 

- 3 An area on the <http://scratch.mit.edu> website used for sharing of projects amongst a community is known as
- A. A gallery
 - B. An account
 - C. A project area
 - D. A forum
- 4 When you wish to move a sprite from one project to a different project stored on a different computer the first step you should take is.
- A. Duplicate Sprite
 - B. Import Sprite
 - C. Export Sprite
 - D. Import project

Scratch Process of Design model (Page 2)

<http://info.scratch.mit.edu/sites/infocratch.media.mit.edu/docs/Learning-with-Scratch.pdf>