CHARACTERS

SUGGESTED TIME
30–45 MINUTES

OBJECTIVES

By completing this activity, students will:

+ experiment with defining behaviors for characters using Scratch's Make a Block feature
+ gain more familiarity with the computational concepts of events and parallelism and the practice of experimenting and iterating

ACTIVITY DESCRIPTION

❑ Optionally, show example projects from the Characters studio and have the Characters handout available to guide students.

❑ Give students time to create their own Scratch blocks using the Make a Block feature found in the More Blocks category. Help them design two sprites or "characters" that each have two behaviors. Optionally, conduct a walkthrough of the Make a Block feature together as a class.

❑ Allow students to share their characters and behaviors with one another. We suggest the design demo activity: invite a few students to present their work to the class and demonstrate how they implemented the Make a Block feature. Optionally, have students add their projects to the Characters studio or a separate class studio.

❑ Ask students to think back on the design process by responding to the reflection prompts in their design journals or in a group discussion.

RESOURCES

❑ Characters handout
❑ Characters studio
  http://scratch.mit.edu/studios/475545

REFLECTION PROMPTS

+ How would you explain Make a Block to someone else?
+ When might you use Make a Block?

REVIEWING STUDENT WORK

+ Do projects include two sprites that each have two behaviors using the Make a Block feature?
+ Can students explain how to use the Make a Block feature to each other and to you?

NOTES

+ If students are struggling with figuring out how to use the Make a Block feature, invite them to explore how others implemented the feature by investigating the code of projects in the Characters studio.
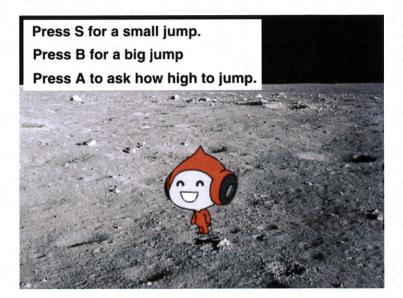+ Learn more about the Make a Block feature in this video tutorial: http://bit.ly/makeablock

NOTES TO SELF
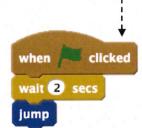
❑ _____

❑ _____

❑ _____

❑ _____

CHARACTERS

Experiment with the Make a Block feature in Scratch! In this project, you will create your own blocks that define two behaviors for two different characters.
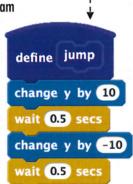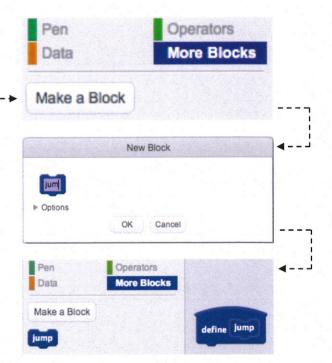
Press S for a small jump.
Press B for a big jump
Press A to ask how high to jump.

START HERE

- ❏ Choose from the library, paint, or upload two sprite characters.
- ❏ Click on the Make a Block button in the More Blocks category to create and name your block.
- ❏ Add blocks under the Define block to control what your custom block will do.
- ❏ Experiment with using your block to program your characters' behaviors.
- ❏ Repeat!

THINGS TO TRY

- ❏ Feeling stuck? That's okay! Check out this video to get started with the Make a Block feature: http://bit.ly/makeablock
- ❏ Explore other projects in the Characters Studio to see what new blocks others have created.
- ❏ Sometimes there can be more than one way of defining the same behavior. Experiment with different block combinations to try out multiple options and outcomes.

FINISHED?

- + Add your project to the Characters Studio: http://scratch.mit.edu/studios/475545
- + Challenge yourself to do more! Experiment with adding different characters and behaviors using the Make a Block feature.
- + Help a neighbor!