**Instructional Day:** Day 4 from Unit B, Part 1

**Topic Description:** Students learn how to use Sensing and Conditionals to solve puzzles

**Objectives:**

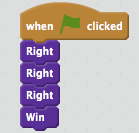
The student will be able to:

* Understand how to use Scratch to sense the world around them
* Use If Statements to solve puzzles

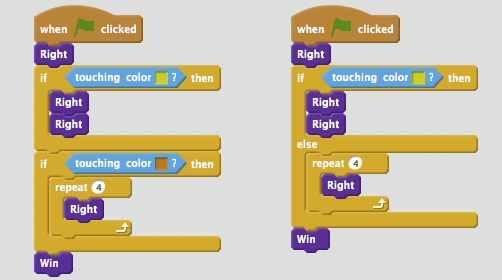
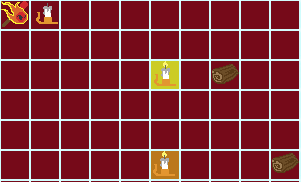
**Outline of the Lesson:**

Themes:

* Sensing
* Conditionals
* Demo Level 3.1 (5 minutes)
  + Open up level 3.1 and position blocks to get the solution below:



* + Have the students build the solution successfully
* Independent work in Scratch (15 minutes)
  + Let the students work through more of the World 3 Puzzles
  + Tell them that, if they get to 3.5, they should run their solution multiple times to make sure it works each time
* Break (10 Minutes)
  + Using Level 3.5, demonstrate how to use Sensing and a Conditionals to solve the puzzle (either one of the two solutions below is valid):
    - Make sure you show the kids the entire process of building the solution. These are confusing concepts.



* Independent work in Scratch (15 minutes)
  + Have the students continue World 3 puzzles
  + Some of these (especially 3.6) are challenging, so let the students know they can move on if they get stuck
* (Optional) Students write a journal/blog entry about what they learned (10 minutes)