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

**Topic Description:** Students learn how to use directional blocks to move a sprite.

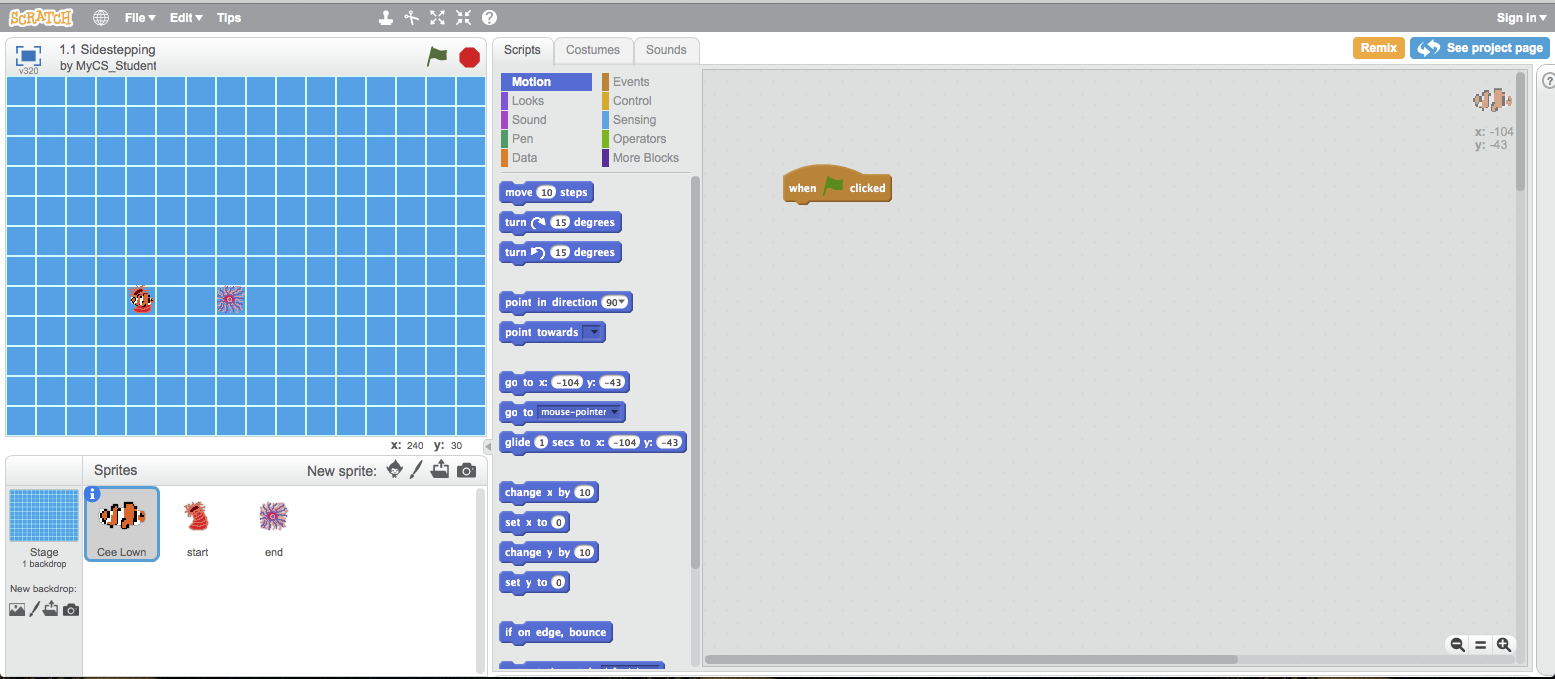
**Objectives:**

The student will be able to:

* Build basic programs in Scratch.
* Navigate through mazes using Scratch.

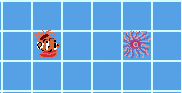
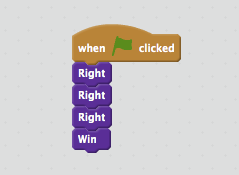
**Outline of the Lesson:**

* How to access Scratch (10 minutes)
  + Have the students go to [www.scratch.mit.edu](http://www.scratch.mit.edu)
  + Have them click on “Join Scratch” in the upper-right corner
  + Other than a username and password, they will need an email address:
    - Have them use mycsstudent@gmail.com
  + Once they are logged in, have them search for MyCS\_Student in the search bar at the top of the page
  + The first result of the search will have MyCS\_Student highlighted in blue as the username. Have the students to click the link
  + On the next page, have them scroll down until they get to a bar that says “Studios I Curate” and have them click the words that say “view all”
  + Once there, tell them to click on World 1-Ocean, then 1.1 One Direction, and finally the “See Inside” button
  + They should end up at a screen looking like this:

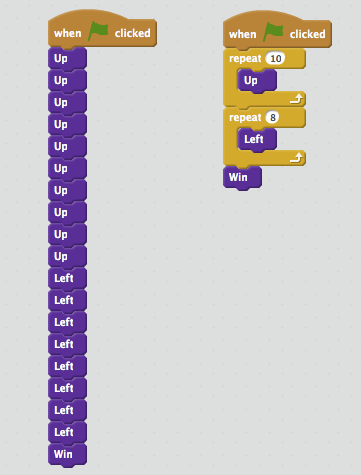


Themes:

* Basic Programs
* Repeat blocks
* Demo Level 1.1 (5 minutes)
  + Open up level 1 and demonstrate how to position blocks to get the solution
  + Click the flag to show what a successful run looks like



* + Have the students build the solution successfully
* Independent work in Scratch (15 minutes)
  + Let the students work through more of the World 1 Puzzles
* Break (5 Minutes)
  + Using Level 1.9, demonstrate how to use a Repeat block to shorten the code:



* Independent work in Scratch (10 minutes)
  + Have the students continue World 1 puzzles
  + Encourage those that have finished to go back and use Repeat blocks to solve previous puzzles
* (Optional) Students write a journal/blog entry about what they learned (10 minutes)