**Instructional Days:** 2-3

**Topic Description:** This lesson provides students an opportunity to practice using the features of Scratch outlined on Day 1 in the context of creating a simple program.

**Objectives:**

The students will be able to:

- Complete a simple Scratch program.
- Utilize the green flag feature.

**Outline of the Lesson:**

- Journal Entry (5 minutes)
- Class discussion of journal entry (15 minutes)
- Name programs (90 minutes)

**Student Activities:**

- Complete journal entry.
- Share journal entry responses with the entire class.
- Write programs based on their own names.

**Teaching/Learning Strategies:**

- Journal Entry: What do you remember about Scratch from yesterday? What do some of the blocks do?
- Class discussion of journal entry
  - Allow students to share their responses.
  - In the process, make sure to review concepts needed to finish the name project.
  - Review rubric for name project.
  - Tell students that they will do a gallery walk of the projects at the beginning of tomorrow.
- Name programs
  - Students write programs based on their own names.
  - Teacher circulates room checking progress and answering questions.
  - Before time is up, remind students to save their work.
  - Remind students that Scratch is free to download at scratch.mit.edu.

**Resources:**

- ScratchGettingStarted.pdf (scratch.mit.edu)
- name.sb
- Name Sample Rubric
- [http://scratch.mit.edu](http://scratch.mit.edu)