Coding and English 2

Coding & STEAM 2019

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Week 6: Coding and English Part 2

5th September 2019

Creative Computing: Unit 3

— Unit 3 is called **Stories**

— Focus is on Reusing and Remixing

— English: you will compose digital stories as multimodal texts

— Multimodal Texts: combining audio, images and text

Creative Arts Part 2:

— Three more activities from Unit 3 of the Guide:

— Debug It!

— Creature Construction

— Pass It On

— **Computational Concepts:** Sequences, Events and Parallelism

Unit 3: Debug It!

— Each Unit of the Creative Computing Curriculum Guide has a Studio of Debug It! activities

— I have set up Class Studios for each the Unit 3 Debug It activities for you to Remix

— Class Studios: **STEAM DebugIt - 3.1**, **3.2**, **3.3**, **3.4**, **3.5**

— There are a few different ways to solve these, I will show you some example solutions soon

— Once you solve the activity, you can share it and add it back to the Studio

Unit 3: Debug It! Solutions

— I will show you some solutions to the Unit 3 Debug It! activities

— These won't be the only way to solve them

— You may have done something different - that is OK

— If you finish early, have a go at the <u>Extension: Code Club's Chatbot Project</u> activity
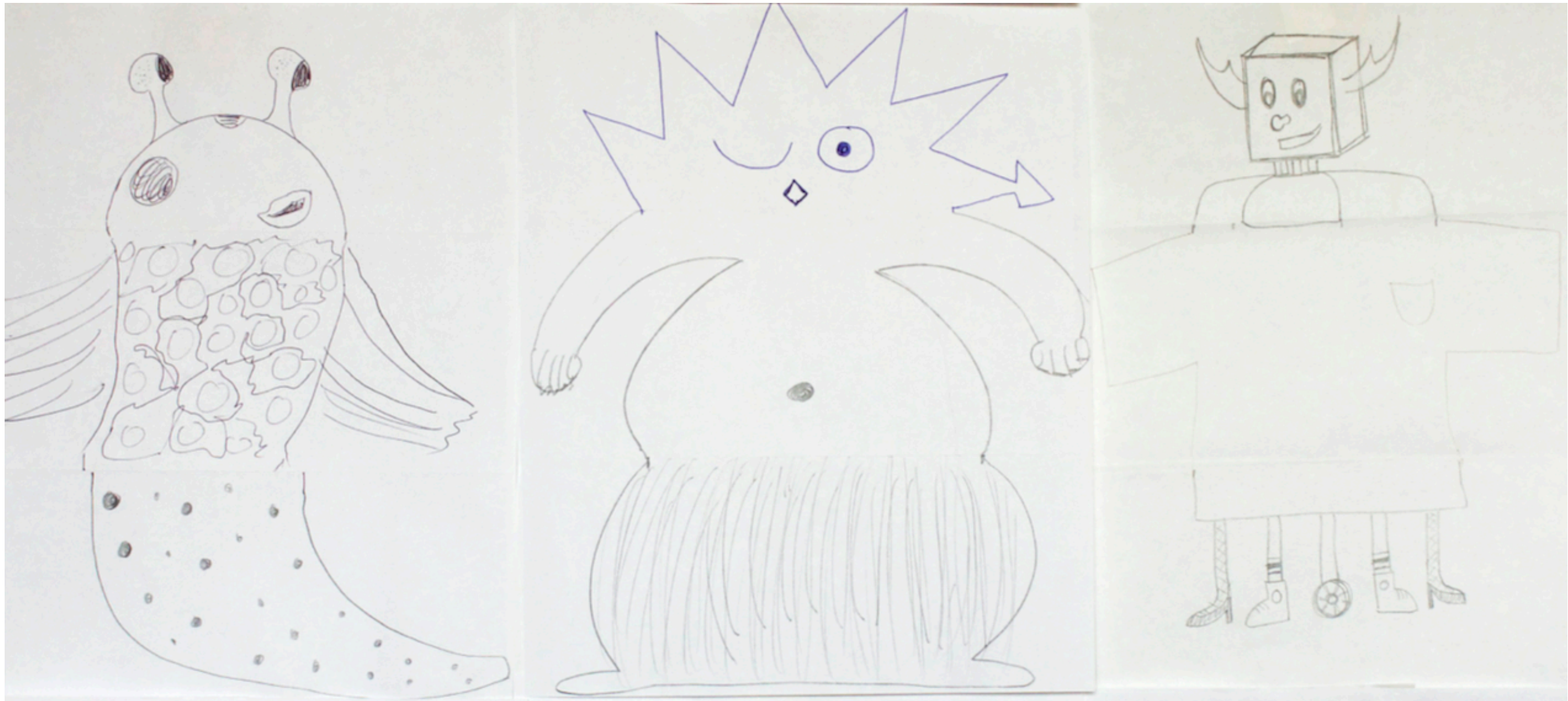
Creature Construction

— An 'unplugged' activity that I will explain briefly

— Take a piece of paper and fold it in thirds

— Draw a head then pass it to the next person (with the other thirds hidden)

— Next person hands this to another person for the body (and again for the legs)

— Gets students to collaborate & create interesting results
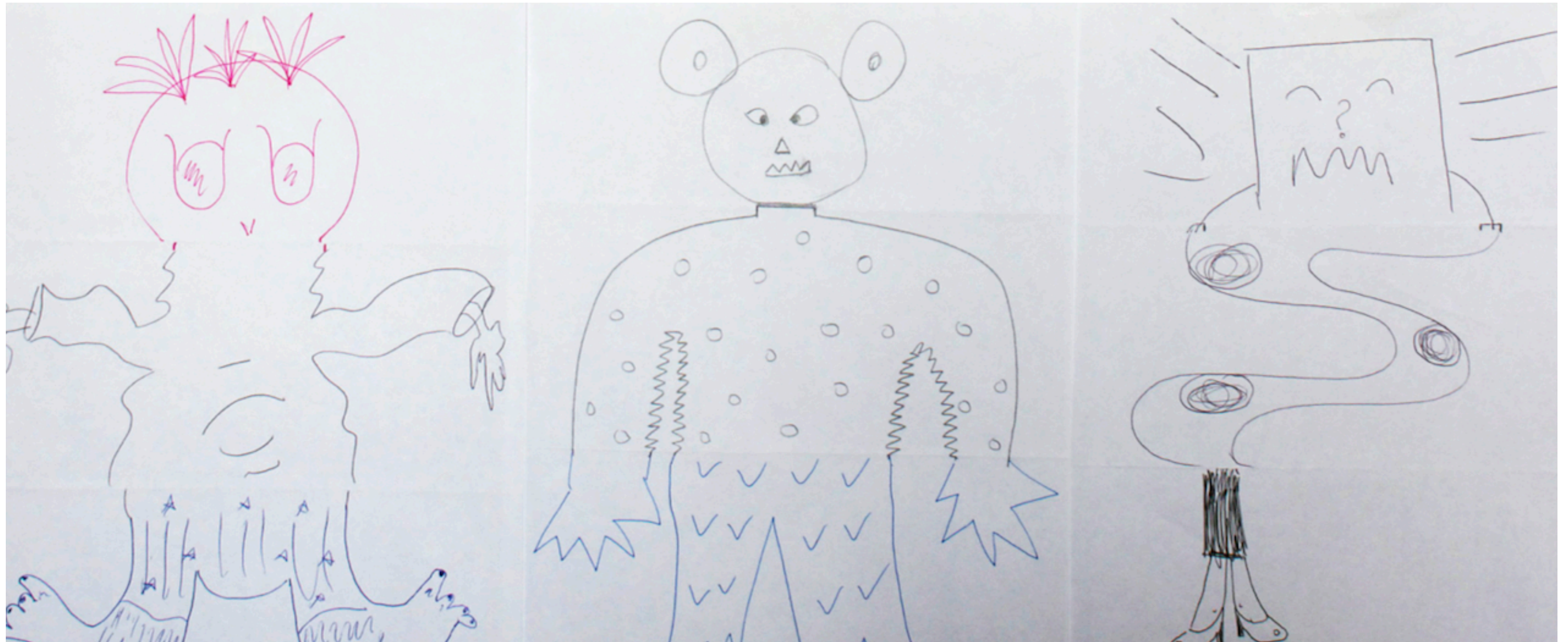
Creature Construction: Examples

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Pass It On!

— Pass It On! is an activity that is similar to Creature Construction

— Instead of drawing creatures, you will collaborate on Scratch projects

— Spend 10 minutes creating a Story with any Sprites and Backdrops that you like

— After 10 minutes, you will "pass it on" by moving to the next person's seat and working on their project

Passing It On

— Give your project a title, such as Pass It On Story

— "Pass on" your computer to the person to the left

— Move to the seat to the right of you

— Go to File > Save as a copy to take a copy

— Remove "copy" from the project's title and replace it with your name

Working on the "Pass It On" activity

— Spend 10 minutes adding to your neighbour's Story

— Make any change you would like (add a Sprite, change the Backdrop etc)

— After 10 minutes, move to your right again

— We'll do 2 more "pass ons"

Finishing Pass It On!

— Return to your seat and computer

— Watch the Story and see what scenes and characters it involves

— What changes have your neighbours made to the project?

— Have they used any blocks that you have not used before? What do they do?

— Share and add the project to the STEAM Pass It On Class Studio

Pass It On! Discussion

— What is remixing and why is it useful?

— How could you use remixing with your students?

— Did you like the changes that others made to your Story?

— Did you learn about any new blocks or features of Scratch?