Recap of Last Session Coding & STEAM 2019

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Week 6: Coding and English Part 2

5th September 2019

Last Session

— Started activities in Unit 3 (Stories) of the Creative Computing Curriculum guide

— Focus is on the creation of Digital Stories

— We'll review some of the new blocks that we introduced as well

— This session's activities will involve less demonstration and more exploring than last week

Digital Storytelling

— The use of computers to create and share stories

— Could use a variety of software (e.g. Powerpoint and iMovie)

— Multimodal Texts: combining images, audio, text and video

— Scratch can do all of that - and you can learn Coding at the same time as making these texts!

Unit 3's Big Idea

— "Building on other people's work has been a longstanding practice in programming, and has only been amplified by network technologies that provide access to a wide range of other people's work."

— "An important goal of creative computing is to support connections between learners through reusing and remixing."

Unit 3: Stories Part 1

— Three activities from the Guide:

　　— Conversations

　　— Characters

　　— Scenes

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

New Blocks in Scratch

— Broadcasting (sending messages between Sprites)

— Custom Blocks (defining our own blocks)

— Switch Backdrop (changing what the Stage looks like)

Broadcasting

— Broadcasting involves sending messages to and from Sprites

— Can help when creating interactions between different Sprites

— Last week we changed the Penguin Jokes project to use Broadcasting

— We could also use broadcast and wait blocks instead

Custom Blocks

— In Scratch you can create your own Custom Blocks

— Useful when you are using similar stacks of blocks in different places

— Combine that stack of blocks into one Custom Block

— We looked at an example with a jump block, let's look at another

Switch Backdrop

— The switch backdrop block is available in the Looks section (for Sprites and in the Stage)

— There is also a when backdrop switches to block in the Events section

— Can be useful when creating Stories with multiple scenes and characters disappearing

— Will show an example of a Scratch project that uses this block