

Session Wrap-up

Coding & STEAM 2019

Mr Daniel Hickmott & Dr Elena Prieto-Rodriguez

Week 6: Coding and English Part 2

5th September 2019

Recap: Unit 3 - Stories

- We finished the third Unit: **Stories**
- **Computational Concepts:** Sequences, Loops, Events and Parallelism
- Focus was on the use of Scratch for Digital Storytelling
- Also demonstrates the use of Reusing and Remixing
- Activities could be linked to outcomes in English and Literacy

English Part 1:

- Three activities from the Guide:
 - Debug It!
 - Creature Construction
 - Pass It On!
- Computational Concepts: Sequences, Events and Parallelism

Homework Tasks

- Every week we will ask you to complete Homework
- Contributes towards your NESAs accreditation hours (each week is 2 hours, for a total of 16 hours)
- After you have finished, please email me and let me know, so I can record this
- The tasks and links to complete this homework will always be available on the session page, under the [Homework](#) heading

Week 6 Task: Remix and Change a Project

- Choose one of the 5 Projects that are linked under the [Projects](#) heading on the [Week 6 page](#):
 - [Teens at the Castle](#)
 - [Dance Party](#)
 - [Hide and Seek](#)
 - [Wizard Spells](#)
 - [Cookie Bird](#)
- ...or another project of your own choosing

Week 6 Task: Remix and Change a Project

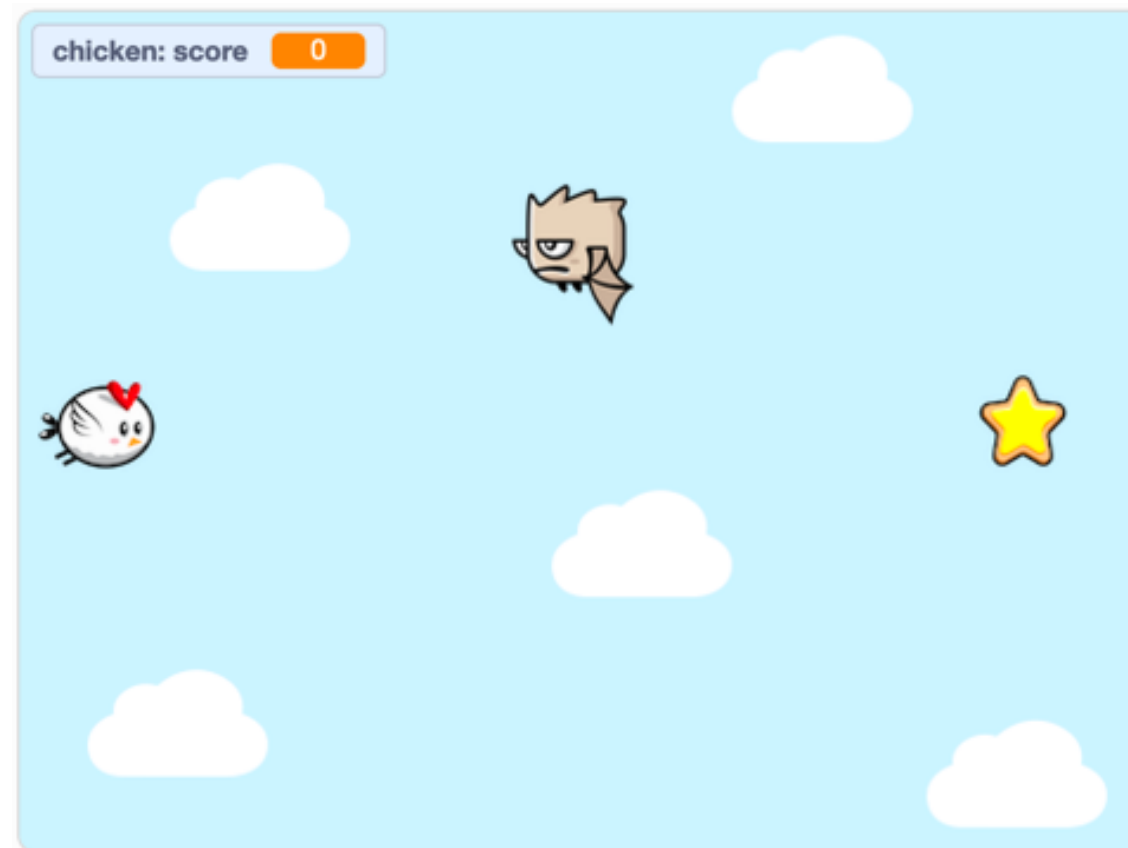
- Next, remix your chosen project and modify it
- Make 4 changes to the project (these can be changed in any way you like), e.g:
 - Add a **Sprite**
 - Change the **Backdrop**
- Take note of the changes you made
- Complete the form available from the [Week 6 Homework Form Link](#)

Week 6 Task: Remix and Change a Project

- I will show an example of a project that is a copy of the **Cookie Bird** activity
- 4 changes have been made to the project
- For the homework form, you should also identify different computational concepts in the project: **Sequences, Loops, Events** and **Parallelism**

Cookie Bird Example: Original Project

- I started with the [Cookie Bird](#) project, which is a game with two Characters (the Chicken and the Bat)



Cookie Bird Example: First Change

- Then I changed the backdrop to the "Woods" picture (from the Scratch library)



Cookie Bird Example: Second Change

- Next, I changed the Cookie Sprite to look like a Fortune Cookie (from the Scratch library)



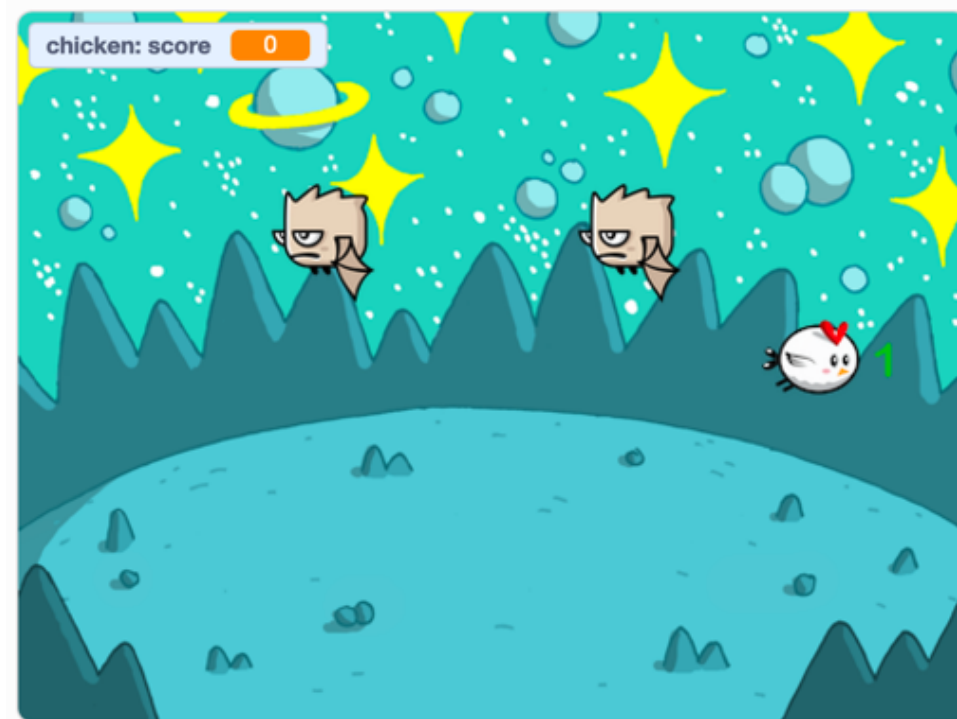
Cookie Bird Example: Third Change

- Next, I duplicated the Bat Sprite and added blocks to move them to start at different spots



Cookie Bird Example: Fourth Change

- Finally, I added some blocks to make the "level" change, by changing the backdrop to "Space" (from the Scratch library)



Week 6 Homework Task: Completing the Form

- Once you have made your four changes to the project you remixed, you should complete the [Week 6 Homework Form Link](#)
- Submitting the form will send me an email
- I will email you once I have checked the Scratch project and your response to the form
- **Make sure that you have shared the project and added it to the STEAM 2019 Week 6 Homework Class Studio**

Next Week: Coding and Maths Part 1

- We will start on the next Unit of the Creative Computing Curriculum guide: [Games](#)
- You will learn about game design and creation in Scratch
- The Big Idea behind that Unit is the creation of projects that are personally meaningful to students
- Has links to outcomes in various KLAs - but we will focus on linking game creation to [Mathematics](#)

Feedback

- If you would like to give us any feedback (e.g: concepts you found tricky or pace of session) please complete the feedback form
- Responses can be anonymous
- Link to [Feedback Form](#) is on session page, under [Links](#) heading
- Or go to hckmd.com/steam-feedback