Lesson 7: Speech Bubbles, Sounds, Pages, and Wait For

Summary

In this lesson, students will learn how to add sound as well as speech bubbles to their projects. They will also learn how to add a new page and the wait block to a project. This lesson will prepare students for the story project by providing them with the ScratchJr tools they will need to make multi-page stories and make characters communicate.

Objectives *Students will learn that...*	*Objectives* *Students will be able to...*
• Sounds can be added to ScratchJr • Characters can speak to each other through speech bubbles • Multiple pages can be added to a project • A program can be paused for a certain amount of time	• Record sounds and add them to projects • Create speech bubbles for characters • Add additional pages to a project • Pause their programs for a certain amount of time

New Programming Blocks
• Voice recorder • Speech bubble • Change page • Wait for

Schedule

Review (5 minutes):
- What activities did you participate in during our last lesson? What did you learn from those activities?
- What does the repeat block do?
- What color is the repeat block?
- What happens when you change the number on the repeat block?
- Which blocks are you able to change the numbers on?

"Scratch-lib" (25 minutes): During this activity, the teacher should project his/her iPad onto the board. S/he should create a simple sequence with motion blocks and a speech bubble and a sound. The teacher should then demonstrate how to use these two new blocks. **Hand out the ipads.** The class will copy this sequence onto their own iPads. They then have the liberty to insert their own text or sounds into the blocks.

After the students have completed this task, the teacher should continue by teaching students how to add a page to a project. S/he should also make sure that students understand that to continue a story, an "end block" with a picture of the next page must be inserted at the end of

the program on the prior page. The children should then add a page to their stories, and insert the sounds or texts they would like.

Note: Kindergarten students may have difficulty typing words. Consider writing words that they can use in their story on the board for them to copy down.

Sharing (10 minutes): After students have finished their "Scratch-libs" they should be given the opportunity to share their projects with the rest of the class. Students should try to explain what they created and which blocks they used.

Wait! (5 minutes): The teacher should introduce the students to the "wait for" block. The "wait for" block pauses a program for a certain amount of time determined by the number entered on the block. The "wait for" block can be used, for example, to slow down the program before going to the next page of a story so that there is a pause in the action between one scene and the next.

Option: iPad exploration or continuation of story (10 minutes)
Provide students with the opportunity to
1. Explore on the iPads by creating a new project, or
2. Continue working on the project started that day

Wrap-up (5 minutes): Make sure that students save their programs. Collect iPads.