



Recognizing and Naming Uppercase and Lowercase Letters

Reading Standards: Foundational Skills 1d (Recognize and name upper- and lowercase letters);
Language Standards: Conventions of Standard English 1a (Print upper- and lowercase letters)

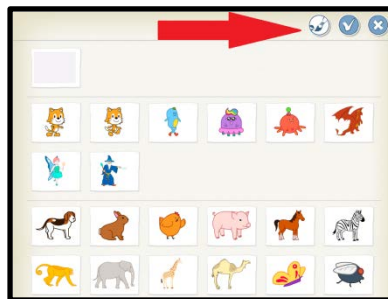


1. Setup: Make a character for an uppercase letter

Click on the + in the Character Area



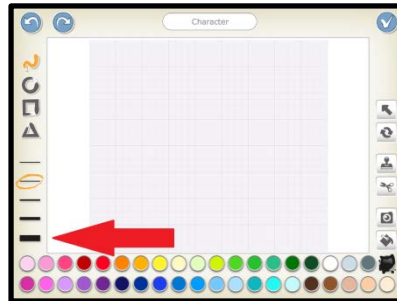
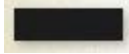
Select the paintbrush



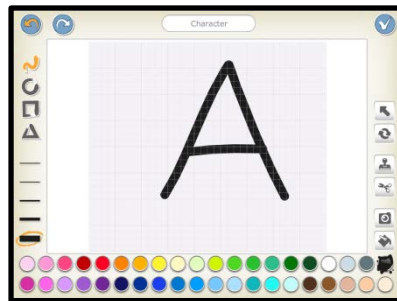


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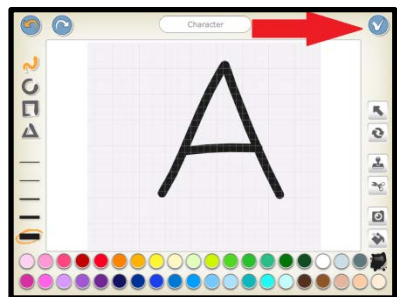
Select a thick line for drawing



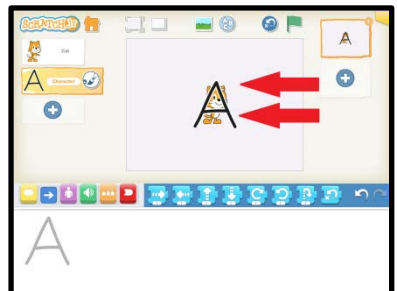
Draw a capital "A" (or other letter) with your finger.



Select the check mark to save and continue



Move the letter over to the right or left of the Stage with your finger so that it's not overlapping the cat. (Or delete the cat by pressing and holding on the cat until you see a red "X" and then click on the "X".)



Congratulations! You are ready to program your letter.



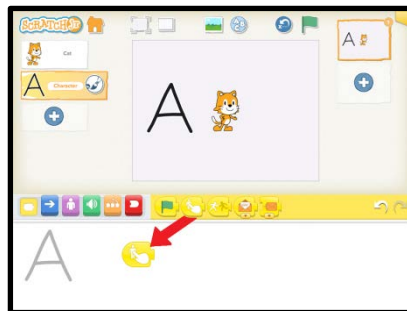
2. **Programming:** Have the letter say its name when you click on it.

a. Trigger an action when the letter is touched.

Select the yellow button from the Block Categories area to reveal the “triggering” blocks.



Select the “Start on Tap” block and drag it to the Programming Area.



b. Make a recording for the letter to play.

Select the green button from the Block Categories area to reveal the “sound” blocks.



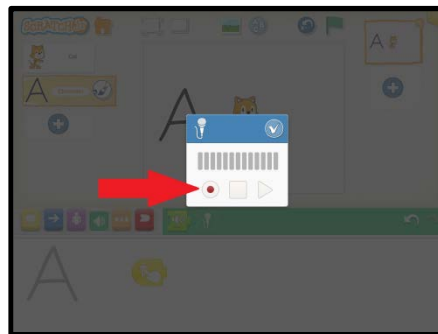


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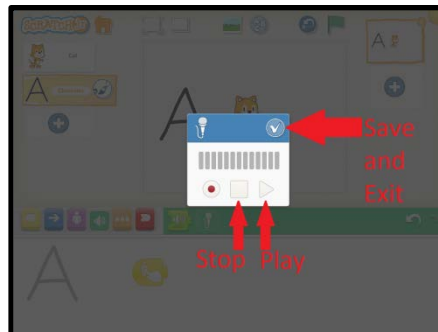
Select the “record” block



Press the red “record” button to begin recording. Say the name of the letter, in this case, “Capital A.”



Press the “record” button again (or the square “stop” button) to stop recording. To hear your recording, press the triangle “play” button. If you are satisfied with your recording, press the check to save and exit. If not, press the red record button to re-record.



c. Connect the recording to the action block.

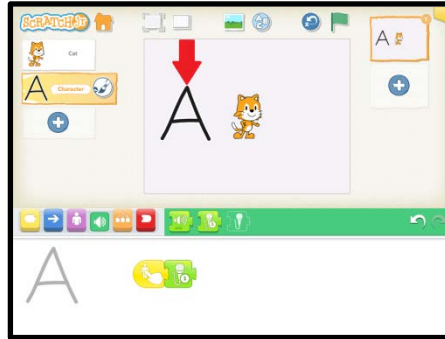
Once you have made a recording, you will see an extra green button with a number on a microphone. Drag it to your program area and connect it to the yellow button.





Recognizing and Naming Uppercase and Lowercase Letters

Press on the letter in the stage area to try it out. When you tap the letter, it should play the sound that you recorded for it.



3. Repeat steps 1 and 2 to make a corresponding lowercase letter, and for other uppercase and lowercase letters.



4. Extension: Animate the letter after it plays its recording.

Add blocks from the blue or purple categories to the end of your script. Some possibilities are wiggle, jump, and grow/shrink.

