

Unit 1 Lesson 1 - Group Leader Notes

Code Club South Africa

1. Introduction to Unit 1

Optional interaction: After the video, ask your class what they are most excited to learn about.

2. Creating a Save Folder

If you have a preferred location you would like your members to save their work to, be sure to mention it now. The default location shown in the video is their Documents folder. If a member forgets their save folder location and can not find it, they will lose all their work progress.

3. Downloading and Installing Scratch

The video is important even if Scratch is already installed.

4. Scratch Layout

No added input is required. You can view the quiz results from inside the management page.

5. Lesson Challenge: Make a Program in Scratch

These are only suggested requirements for the challenge, you are welcome to adjust if needed.

There are only 2 requirements to the challenge.

The member must use an Event block to start their program and there must be a visible output that happens when the event is activated. Do not approve any assignments that do not meet those requirements.

2 Points: Using more than 1 Sprite (Objects/Characters)

2 Points: Using two or more code block categories excluding the Event block. (E.G. Using a Motion block and Looks block)

1-5 Points: Creativity

1 Point: Named Correctly

Total: 10 Points

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