

Unit 1 Lesson 5 - Group Leader Notes

Code Club South Africa

Lesson 5 is the closing lesson for Scratch. The closing lesson for each category will be a project that includes everything that was taught in that category.

Recommend 1 to 2 Sessions to complete.

Scratch Project Requirements:

1. The program must include 2 or more backdrops.
2. The program must include 2 or more sprites.
3. The program must make use of at least one variable.
4. The program must include Control, Operators as well as at least one function (My blocks)
5. Last but not least the program must have a clear purpose (Must not just be random blocks dragged in).

All requirements must be met before moving forward.

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