

Story Adventures

40 minutes

Exploring Coding

WHAT THIS LESSON DOES

In this lesson, students will learn how to create a simple story using Scratch. They will change backdrops and make her talk. They will also learn how to make their character teleport to different locations.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the basics of creating a story using Scratch, including changing backdrops, controlling a character's movements, and making the character speak.
- Develop the ability to create a new project in Scratch and navigate its interface.
- Learn to use the 'say' block from the Looks toolbox to make a character speak in the story.
- Understand the use of the 'switch backdrop to' block from the Looks toolbox to change the scene in the story.
- Learn to use the 'wait' block from the Control toolbox to control the timing of events in the story.
- Develop creativity and storytelling skills by creating a unique story adventure with different backdrops, sprites, and story lines.

BEFORE THE LESSON

- Open scratch.mit.edu on the teacher machine and confirm the school filter allows it.
- One device per pupil or pair, charged and ready to use the Scratch editor.
- Plan to show the finished block stack on a large screen so pupils can check order and nesting.

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HOW THE LESSON RUNS

Let's Start Our Adventure!

Create a new project

Add the Bedroom backdrop

Add the Space backdrop

Add the Abby sprite

Setting the Start Scene

Make Abby Speak

Transport Abby to Space

Say Goodbye

Adventure Completed!

TEACHING MOVES

- 1. Let's Start Our Adventure! Frame the goal in one line: a two-scene story where Abby talks, then teleports from bedroom to space.
- 2. Create a new project. Have every pupil open Scratch, start a new project, and delete the cat before adding anything else.
- 3. Add the Bedroom backdrop. Guide them into the backdrop library and confirm Bedroom 3 is added and selected as the first scene.
- 4. Add the Space backdrop. Add Space next so both scenes sit in the backdrop list ready for the switch block.
- 5. Add the Abby sprite. Add Abby from the sprite library and check pupils are coding on Abby, not on the stage.
- 6. Setting the Start Scene. On Abby, snap when green flag clicked then switch backdrop to Bedroom 3. Click the flag to prove the start scene locks in.
- 7. Make Abby Speak. Stack two say for 4 seconds blocks under the backdrop switch with the exact intro lines. Run it and watch the speech bubbles time out.
- 8. Transport Abby to Space. After the second say, add wait 2 seconds then switch backdrop to Space. Stress that order controls the teleport timing.
- 9. Say Goodbye. Under the Space switch, add wait 2 seconds and say Goodbye for 2 seconds. Full green-flag run from bedroom to space.
- 10. Adventure Completed! Celebrate the working story, then invite one change only: a new line, backdrop, or sprite, and replay.

WHAT TO WATCH FOR

- Students may think: Blocks are added to the stage or the wrong sprite, so Abby never speaks or switches scenes. What to do: Click Abby in the sprite pane first so her outline is selected, then rebuild the stack on her.
- Students may think: Say, wait, and switch backdrop blocks are snapped in the wrong order, so the scene changes before she finishes speaking. What to do: Read the stack top to bottom aloud as a story timeline, then rearrange so speech finishes before the wait and Space switch.
- Students may think: Pupils change costume thinking it changes the scene, or pick a backdrop name that does not match the library item. What to do: Show the backdrop thumbnails and match the exact names Bedroom 3 and Space in the switch backdrop block.

DIFFERENTIATION

- Emerging: Sit with the pupil and build only as far as green flag, Bedroom 3 switch, and one say block, testing after each snap. Pair them with a partner who reads the next block while they drag and snap.
- Developing: Give the full block list as a checklist they tick after each successful green-flag test. Ask them to explain what the wait block does before they add the Space switch.
- Proficient: Challenge them to add a third backdrop and one extra say line without breaking the existing timing. Have them swap Abby for another sprite and adjust the story lines to match.