

FINAL PROJECT:

CREATE A QUIZ TO CHECK HOW
MUCH YOUR CLASSMATES KNOW
ABOUT TECHNOLOGY, 1ST GRADE



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WOULD YOU LIKE TO BE A TEACHER FOR 15 MINUTES?

- EXPERIMENT WHAT BEING A TEACHER IS AND HAVE THE OPORTUNITY TO ASSESS YOUR CLASSMATES.

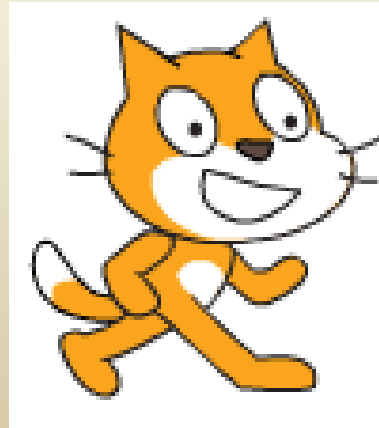


**YOU'LL
HAVE THE
POWER!!**

- WARM UP:
 - Have you ever thought how are the quizzes created?
 - Do you think you are able to create one?
 - Which programming language can you use?
- PREVIEW ACTIVITY:
 - Think in the quizzes you usually watch on TV.
 - Think in different options to answer the questions.
 - Vocabulary:
 - Sprite
 - Backdrop
 - Snap
 - Strack
 - Drag
 - Stage
 - Scripts
 - Costumes
- PREDICTION:
 - Do you think that this kind of quizzes can be used to prepare an exam by teachers in our high school?
 - Think about weak and strong points in using this tools.

GOAL

CREATE A QUIZ USING THE SCRATCH PROGRAMMING LANGUAGE TO CHECK HOW MUCH YOUR CLASSMATES KNOW ABOUT TECHNOLOGY



Scripts | Costumes | Sounds

Motion	Events
Looks	Control
Sound	Sensing
Pen	Operators
Data	More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: -201 y: -34

go to mouse-pointer

glide 1 secs to x: -201 y: -34

change x by 10

set x to 0

change y by 10

set y to 0

EXAMPLE

WORKING AT THE WORKSHOP

CRITERIA

- USE SCRATCH PROGRAMMING LANGUAGE
- CREATE A VARIABLE TO SCORE THE GAME.
- USE YOUR NOTEBOOK TO SEARCH FOR INFORMATION
- WORK IN PAIRS.
- LET OTHER GROUP CHECK YOUR PROJECT.
- HELP OTHER GROUP TO IMPROVE THEIR PROJECT.
- PRESENT THE QUIZ TO YOUR CLASSMATES GIVING THEM A SCORE.

CONSTRAINS

- USE AT LEAST TWO DIFFERENT BACKDROPS
- USE AT LEAST TWO DIFFERENT SPRITES.
- USE PROGRAMMING BLOCKS FROM AT LEAST 5 DIFFERENT CATEGORIES.
- INCLUDE TWO DIFFERENT SOUNDS: ONE FOR RIGHT ANSWERS AND THE OTHER FOR THE WRONG ONES.
- YOU CAN ANSWER THE QUESTIONS EITHER BY TYPING OR DRAGING SOMETHING.
- BOTH STUDENTS SHOULD TALK DURING THE PRESENTACION
- USE A COMPUTER TO CREATE THE PROGRAM
- IT SHOULD LAST UP TO 6 PERIODS

THE PROJECT STEP BY STEP

1. BRAIN STORMING. WRITE DOWN ALL THE IDEAS. YOU SHOULD CHOOSE A TOPIC:
 - THE ENGINEERING DESIGN PROCESS
 - TECHNICAL DRAWING
 - WORKING AT THE WORKSHOP
 - MATERIALS AND THEIR PROPERTIES
 - ELECTRICITY
 - PROGRAMMING
 - WORD PROCESSOR

THE PROJECT STEP BY STEP

2. ONCE YOU'VE DECIDED. SEARCH FOR INFORMATION IN YOUR NOTEBOOKS
3. PREPARE THE QUESTIONS AND THE ANSWERS
4. THINK ABOUT THE SPRITES YOU ARE GOING TO USE. THEY CAN BE SELECTED FROM THE SPRITES LIBRARY IN SCRATCH OR FROM THE INTERNET.

THE PROJECT STEP BY STEP

- USE AS MANY DIFFERENT BLOCKS AS YOU KNOW:
 - EVENTS: START THE PROGRAM, BROADCAST MESSAGES, RECEIVE MESSAGES...
 - MOTION : PLACE THE SPRITES, MAKE THEM MOVE...
 - LOOKS: SHOW AND HIDE THE SPRITES, SAY SOMETHING, THINK...
 - SOUND: PLAY THE SOUNDS
 - DATA: CREATE THE VARIABLE TO SCORE
 - CONTROL: IF... THEN... ELSE, REPEAT, FOREVER, WAIT ...
 - SENSING: TOUCHING COLOR, ASK QUESTIONS...
 - OPERATORS: COMPARING VALUES, JOIN TEXT ...

THE PROJECT STEP BY STEP

- CHECK YOUR PROGRAM RUN PROPERLY
 - TRY ALL THE POSSIBLE OPTIONS: THE RIGHT ANSWER AND THE WRONG ONE.
 - LET YOUR CLOSER CLASSMATES TRY YOUR PROGRAM.
 - RECEIVE THEIR FEEDBACK AND IMPROVE YOUR PROGRAM WITH THEIR INFORMATION.
 - TRY THEIR PROGRAM AS WELL. GIVE THEM FEEDBACK, ALWAYS IN A POSITIVE WAY. BE POLITE.
 - SHOW OFF THE PROGRAM TO THE WHOLE CLASS.

DEBRIEF

- DO YOU THINK THAT CREATING A QUIZ YOU LEARN MORE THAN IN A LECTURE CLASS?
- DO YOU THINK THAT TO JOIN TWO LESSONS IN ONE PROJECT IS A GOOD IDEA TO REINFORCE BOTH TOPICS?
- WHICH BLOCK DO YOU NEED TO USE AT THE BEGINNING OF THE PROGRAM?
- WHAT SHOULD YOU USE THE BLOCK “BROADCAST A MESSAGE” FOR?

RUBRICS

STUDENT NAME	SOME TIMES (1)	MOST OF THE TIMES (2)	ALL/ALWAYS (4)
DO THEY FOLLOW THE CRITERIA?			
ACOMPLISHMENT GRADE OF THE CONSTRAINS			
GIVE IDEAS WHEN THEY ARE WORKING			
RESPECT HIS/HER PARTNER'S IDEAS			
GIVE AN USEFUL FEEDBACK POLITELY			
RECEIVE THE OTHER'S FEEDBACK FAVORABLY			
USE THE INFORMATION CORRECTLY			
USE DIFFERENT BLOCKS AND CATEGORIES			
DOES THE PROGRAM RUN PROPERLY?			
IS IT CREATIVE?			
MARK			