Activity Details

In Interactive Presentation, students create a presentation (or use an existing one) and make it interactive using Scratch. Students add at least three slides, including a title slide that introduces their topic.

Learning Objectives

By selecting add-on videos that present coding challenges, students will:

* Create an **interactive presentation** in Scratch that includes text, images, and animation.
* Use **event** blocks (like “when this sprite clicked”) to trigger a series of code.
* **Sequence** at least 3 “say”  blocks to introduce their topic (by selecting a narrator sprite).

Computer Science Topics Covered

* [Parallelism](https://en.scratch-wiki.info/wiki/Conversations): The process of events happening at the same time, either independently or interdependently.
* [Debugging](https://en.scratch-wiki.info/wiki/Debugging_Scripts): The process of identifying and fixing error(s) in a program when it is not functioning as expected.
* [Control structures](https://en.scratch-wiki.info/wiki/Control_Blocks): Sections of code that order the direction or flow of how a program functions. The control structure in this activity is focused on loops.

Standards Addressed

This activity can be adapted for many different language arts, reading, and technology classes. Refer to these standards in choosing how to adapt the lesson to your class.

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| ELA Anchor Standard - [CCSS.ELA-LITERACY.CCRA.SL.5](https://docs.google.com/spreadsheets/d/1iw9hC4Pc8FdujjR8MwhhScR92uWUZARFMenEVWvEvA8/edit#gid=879625521) Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.  ELA Anchor Standard - [CCSS.ELA-LITERACY.CCRA.SL.4](https://docs.google.com/spreadsheets/d/1iw9hC4Pc8FdujjR8MwhhScR92uWUZARFMenEVWvEvA8/edit#gid=879625521) Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. | |
| Grade 3  [CCSS.ELA-LITERACY.SL.3.4](https://docs.google.com/spreadsheets/d/1iw9hC4Pc8FdujjR8MwhhScR92uWUZARFMenEVWvEvA8/edit#gid=879625521) | Report on a topic or text, tell a story, or recount an experience with appropriate facts and relevant, descriptive details, speaking clearly at an understandable pace |
| Grade 4  [CCSS.ELA-LITERACY.SL.4.5](https://docs.google.com/spreadsheets/d/1iw9hC4Pc8FdujjR8MwhhScR92uWUZARFMenEVWvEvA8/edit#gid=879625521) | Add audio recordings and visual displays to presentations when appropriate to enhance the development of main ideas or themes. |
| Grade 5  [CCSS.ELA-LITERACY.SL.5.5](https://docs.google.com/spreadsheets/d/1iw9hC4Pc8FdujjR8MwhhScR92uWUZARFMenEVWvEvA8/edit#gid=879625521) | Include multimedia components (e.g., graphics, sound) and visual displays in presentations when appropriate to enhance the development of main ideas or themes. |
| [CSTA 1B-AP-10](https://docs.google.com/spreadsheets/d/1QvcPEGlQnTOgIV5tyRacGSbcqALSTJTgP3zpYxqKGVk/edit#gid=2086539414) | Create programs that include sequences, events, loops, and conditionals. |
| [CSTA 1B-AP-11](https://docs.google.com/spreadsheets/d/1QvcPEGlQnTOgIV5tyRacGSbcqALSTJTgP3zpYxqKGVk/edit#gid=2086539414) | Decompose problems into smaller, manageable subproblems to facilitate the program development process. |

Procedure

Introduction: Review ELA concepts (7 minutes)

1. Introduce the activity:
   1. In this activity, you’ll use code to create an interactive presentation. Interactive presentations use features like buttons, sound, and key presses to engage the audience.
   2. When are some times you might have interacted with a presentation? For example, some museums have presentations with buttons that allow you to select the topic you’d like to learn about.
2. Pick a school appropriate topic that you want to do a presentation on
3. Before computer-time, consider using a pre-writing activity where you plan the main ideas of the topic and the three slides you will create.

Transition to CS First: Code ELA concepts (45 minutes)

1. Watch the first two videos of Interactive Presentation to the entire class
2. Navigate students to the Interactive Presentation activity.
3. Reiterate the video instructions:
   1. Open the Starter Project.
   2. Create a title slide using the text button.
   3. Add a narrator sprite.
   4. Program your narrator sprite to speak using “say for 2 seconds” blocks and a “when flag clicked” event block.

e. Create your interactive slides with information on your topic – 3 minimum

Wrap-up: Reflect on ELA and CS concepts practiced (8 minutes)

1. Students [share their projects](https://en.scratch-wiki.info/wiki/Project_Sharing) in Scratch