





## Short Form 2.5 (Assuming instructor uses videos)

Materials	Room/Space
<ul style="list-style-type: none"> <li>• Computers</li> <li>• Scratch Program</li> <li>• Habitat Remix Sheet</li> <li>• Habitat Model Sheet if needed</li> </ul>	<ul style="list-style-type: none"> <li>• Have a projector/computer setup for modeling using the Habitat Remix Sheet</li> <li>• Have computers available for students</li> </ul>

**Lesson Theme:** Explain to students that now that their basic research on their animal is done they can start helping their animals. Students will be using their research to start building their animals a home using the Scratch program.

**Space Bucks Payout Focus – Independence, Creativity, Doing Their Best, On Task**

	
<p style="text-align: center;"><b>Key Resource:</b> Computers for Students</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>• Students will explore on Scratch, starting a new project or opening their saved “Explore” project.</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Remind students about some of the blocks that they have learned in order to give them a jump start in their exploration</li> <li>• Remind them about the “Event” blocks such as green flag and space bar to make characters begin their movements as well as the “Motion” and “Look” blocks to allow characters to do different things</li> <li>• Allow time at the end to quickly share out</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>• Circulate to give Space Bucks</li> </ul>	<p style="text-align: center;"><b>Key Resources:</b> Habitat Remix Sheet</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>• It’s time to start building their animal’s habitat in Scratch</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Explain that students will be adding the appropriate animal Sprites and backgrounds to their Scratch program</li> <li>• Model following the directions on the habitat remix sheet to do this</li> <li>• Students will need to delete all other Sprites and backgrounds except their Sprite/animal and background</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>• Circulate to give Space Bucks</li> </ul>
	
<p style="text-align: center;"><b>Key Resource:</b> Computers, Habitat Remix Sheet</p> <p><b>No Video – Straight to Scratch:</b></p> <ul style="list-style-type: none"> <li>• The goal for students is to have them build their habitat and animal in Scratch!</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Have students follow the Habitat Remix sheet to load and choose the animal Sprites and habitat backgrounds into Scratch</li> <li>• They should add 2-4 Sprites to their scene, including their animal, food for their animal and 2 additional sprites of their choice from research</li> <li>• Have students use the blocks they learned from the last lesson to make their Sprites move</li> <li>• Make sure students save and share their work and title it, “Animal Habitat”</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>• Circulate to give Space Bucks</li> </ul>	<p style="text-align: center;"><b>Key Resource:</b> N/A</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>• For today’s reflection students will share their Sprite’s habitat</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Students can give feedback on what else they might want to include</li> <li>• Students can also share what they are struggling with either in Scratch or in thinking about building their habitats</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>• Circulate to give Space Bucks</li> </ul>



NA



### Habitat Remix Sheet

**HABITAT REMIX**

- 1** Type Habitat Remix 2.5 in the Scratch Search bar.


- 2** Click on Habitat Remix 2.5


- 3** Click the Remix button in the top right corner


- 4** Find the blue box and choose the animal you will use


- 5** Remove all of the animals you do not want by clicking on the Garbage Can


- 6** Click on the Stage button on the right, beside the sprites


- 7** Click on the Backdrops tab on the top left of the screen


- 8** Choose the habitat your animal will live in. Delete the rest of the backgrounds by clicking on the Garbage Can


- 9** You are now ready to code if you have 1 sprite and 1 background

CODE N CLASS



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