





### Short Form 3.5 (Assuming instructor uses videos)

Materials	Room/Space
<ul style="list-style-type: none"> <li>• Add an Asteroid Guide</li> <li>• Computers</li> <li>• Scratch access and logins</li> <li>• Space Bucks</li> <li>• CIC ON-Ramp 3.5</li> </ul>	<ul style="list-style-type: none"> <li>• Have a projector/computer setup for modeling displays</li> <li>• Have computers available for students</li> <li>• Have space available for Copycat Clone game</li> </ul>

**Lesson Theme:** Today students are going to add more asteroids in order to increase the difficulty of their games and prepare the ship for the asteroid field!

**Space Bucks Payout Focus – Communication, Independence, On Task, Creativity**

	
<p style="text-align: center;"><b>Key Resources:</b> N/A</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>• The game, Copycat Clone, will teach students what a clone is and reinforce the concept</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Students will form two lines and take turns creating moves for their clones to copy</li> <li>• One line will be Coders and the other Clones</li> <li>• Coders will have 20 seconds to act out movements for the clones to copy</li> <li>• After 20 seconds, the lines switch jobs and repeat the activity</li> <li>• Have one line shift to the right to create new partnerships</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> Add an Asteroid Guide</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>• Remind students that a clone is a copy of a sprite that uses the same code</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Students are going to create asteroids in their game during partner practice</li> <li>• They will also control how fast the asteroids move and how many of them there are in space to make the game more difficult</li> <li>• Students will build code that creates asteroid <b>clones</b> to make the game even more difficult as time goes on</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> Add an Asteroid Guide</p> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Have students follow the Add an Asteroid Guide</li> <li>• Explain to students that after they have finished adding the asteroids, they will get to be game testers</li> <li>• Testers will need to decide if the game is too difficult or too easy. This could be based on the number, size, or speed of the asteroids</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> N/A</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>• Gather back together to reflect on their designs and share how the day's work went</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>• Ask students: What were some things you noticed about the game that could make it too hard or too easy? How are other students' games different from or similar to yours?</li> <li>• If time allows, have students continue to test and review other students' games</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>• Circulate to give Space Bucks</li> </ul>



NA



Add an Asteroid Guide

ADD AN ASTEROID GUIDE

- 1 Load your saved project
- 2 Click on "Choose Sprite"
- 3 Search for "Rock" and click on it. That will become our asteroid!
- 4 The asteroid is too big! Change its size!
- 5 Try numbers between 20 and 100. Pick the number that works best!
- 6 Build the 2 codes below to make your asteroid!
- 7 Click on Code

IN FIND BUILD

Build the second code for your asteroid!

CODE-CLASS

ADD AN ASTEROID GUIDE

IN FIND BUILD

Click the to see how your code works!

- 10 Choose a number between 1 and 10. Change this part of the code!
- 11 Change these numbers too! What happens if you choose 1 and 2? 5 and 10?

Keep changing the number until you get the right speed!

12 Push the button and to test your code

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