ScratchJr Lesson 5: Talking Characters

Learning Intention	Success Criteria
We are learning to make our characters talk.	- I can add my voice to my story. - I can add speech bubbles to my story. - I can add extra scenes to my story.

Resources	PowerPoint for lesson and iPads.
Timing	60-90mins

Lesson Guide	**Summary of the Lesson**
	Learners add recorded speech and speech bubbles to their story created in the last lesson. **Blocks and Icons Introduced:** Move to next scene block, Add speech bubble and add recorded sound.
	
	Un-Plugged Warm up Activity (10mins) – Debug the Teacher
	- Children give instructions to "program" the teacher to have the teacher do something.
	- E.g., How to draw a house.
	- When children give instructions, they'll need to be very specific for the teacher to complete the program.
	- If instructions are not clear, do it "wrong" based on instructions (e.g., if children say "draw a square," teacher just makes a shape in the air until children say, "get a pen and paper").
	- Children will have to debug their instructions when they are wrong.
	
	Discussion (10mins) – Emotions and Communication
	  - Share pictures of 3 Different Feeling Faces (smiling, crying, angry) then ask children what these smiley faces are telling us? Talk about how they felt when the instructions were wrong in the warm up, and what emotions you showed.
	  - Discuss with children – How do you know when your friends are happy? Sad? Angry?
	  - Display the Tools of Communication Slide and talk about all the ways we can communicate our thoughts and feelings (Focus on voices for this!).
	      o Words
	      o Voices
	      o Discuss what's the difference between words and voices; talk about how the way voices sound tell you something!
	      o Faces
	      o Bodies
	  - Ask if they can think of any other ways! ScratchJr? Numbers? Drawings?
	
	Video Tutorial and Steps (30-60mins)
	You should watch the video tutorial with your learners. It covers the following steps to create the Project:
	1. Open the ScratchJr App
	2. Continue the previous project.
	3. From the red category insert the move to next scene blocks at the end of the instructions in each scene.
	4. Choose the character you want to make talk. Go to the green category and start a new recording.

5. Say the speech you want from the character then move the created block to the start of your code with a green flag block.
6. Repeat these steps until you have added all the speech you would like. You may want to move the end scene blocks to the end of the speech block so it doesn't jump before the speech is finished.
7. Now try adding a speech bubble with some text to some of the characters. It could be as simple as 'Hi' or an emoji.
8. Learners experiment with all these additions until they are happy with their story.

Plenary (10mins)

Allocate time for learners to share their projects with the class. Encourage reflection asking them to think about questions such as:
- What happened when they created a program?
- Did it work immediately?
- Did their character do what they wanted it to do? If not, how did they fix that problem?
- How would they change the project next time?