Day 1

Do Now

Do you know anyone who is a computer scientist?

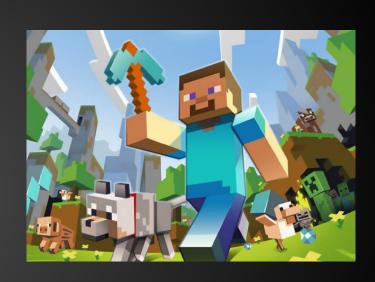
A programmer?

What kinds of jobs can you have as a computer scientist?



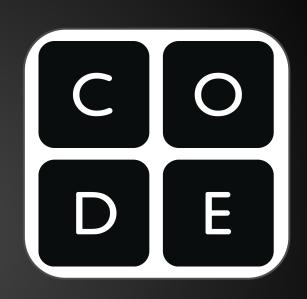
What type of job could a computer scientist have?

- Software Programmers
- Computer Programmers
- Hardware Engineers
- Website and App Developers
- Network Manager
- Graphic Designers for Digital Games/Apps
- and many more!



Learn More

- code.org
- Khan Academy
- Scratch
- MIT App Inventor
- Computer Science Classes @ CRLS

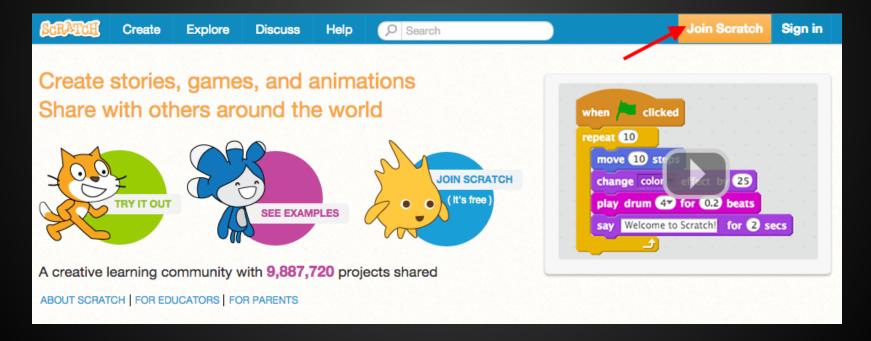


Goals for Today

Learn about your Computer Scientist Roles
Knowing the strengths of different members of
your team, decide who will be doing which
Computer Scientist Role to contribute towards
your final project.

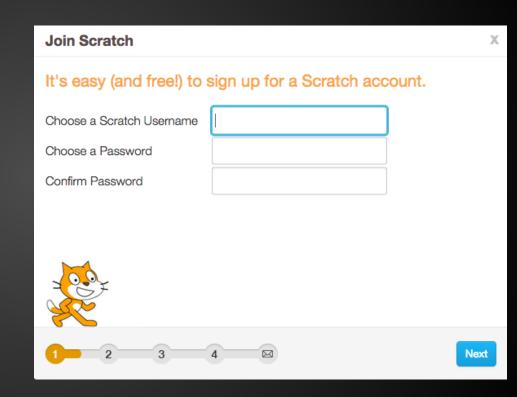
http://scratch.mit.edu

Click on "Join Scratch"



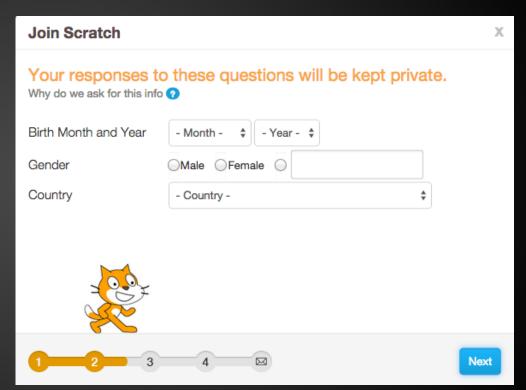
Create your own username

Or use your school
Google Account
username

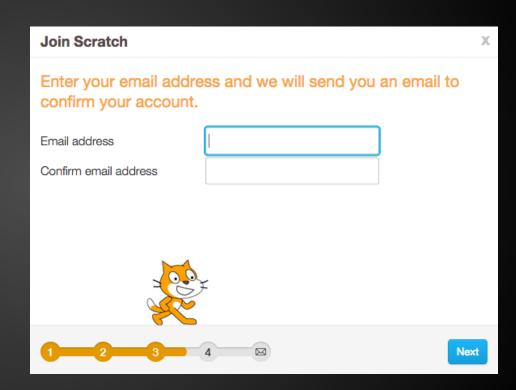


Enter your information.

Your information will be kept private.



Enter your school Google account for your email address.





Login to FirstClass to confirm your Scratch account.



This will allow you to share your projects on the Scratch website.

Computer Scientist Roles

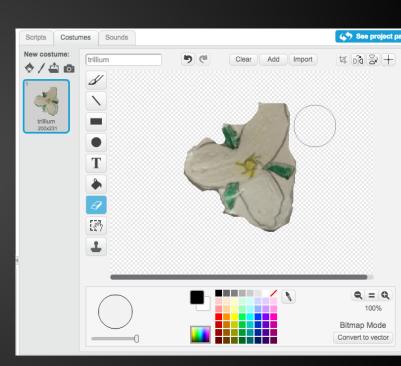
Computer Scientist Roles

- Image Specialist
- MakeyMakey Specialist
- Cloning Specialist
- Broadcast Specialist

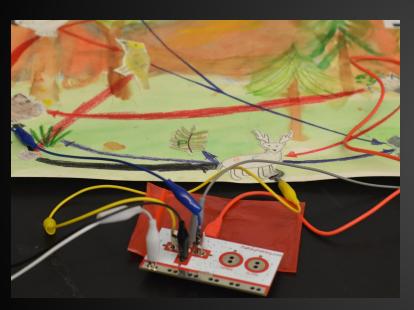


Image Specialist

You are in charge of making Sure all your images are imported into Scratch and look the best they can look. You crop the images and erase anything that shouldn' t be there, as well as label them if needed.



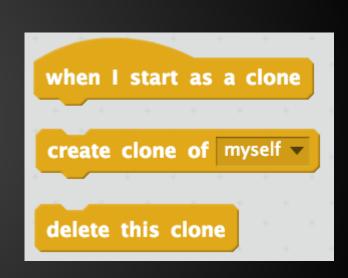
MakeyMakey Specialist



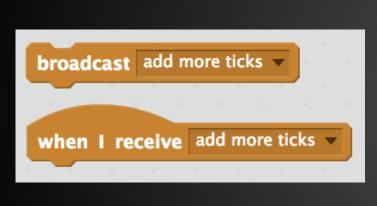
You are in charge of the MakeyMakey, hooking it up to your team watercolor food web, and making sure the programming is correct in Scratch.

Cloning Specialist

You are in charge of cloning organisms in your Scratch project. You make sure the correct number of organisms are being cloned and that they are being "deleted" when interacting with the right predators.



Broadcast Specialist



Broadcasting is a way to send messages to all the sprites (the organisms) in Scratch. You will be in charge of making sure all the organisms react the right way when there is a change in the ecosystem.

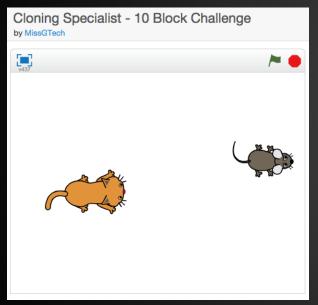
Who will do which role?

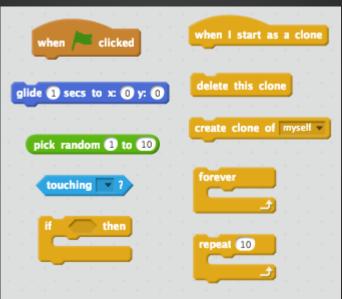
Think about the strengths of your team members.

Image Specialist
MakeyMakey Specialist
Cloning Specialist
Broadcast Specialist

Get Started!

10 Block Challenges - https://goo.gl/fcDa9T





Find your Computer Scientist 10 Block Challenge and start playing!

What can you make happen with your 10 blocks?

Feeling Stuck? Try these strategies!

- 1. Play a little bit, then try it out, then play more. (experiment & iterate)
- 2. Make sure things work! Try and problem-solve when they don't work. (test & debug)
- 3. Think about how your code relates to the goal of the whole project. (abstract and modularize)

Remember, you are remixing and reusing a starter project.

Be creative in your design and your programming/code!

How did it go?

In your groups, reflect on what it was like to be a computer scientist.

- How were you successful?
- What was challenging?
- How did you persevere?



Day 2

Do Now

Sit in your teams, NOT your computer scientist groups.

Did you finish your 10 Block Challenge?

What questions do you still have about using Scratch?



Goals for Today

- Learn more about your computer scientist role
- Begin working on your part of the Scratch
 Project
- Waiting to work on your part of the Scratch Project? Do these:
 10 Block Challenge
 - Team Google Slide presentation
 - Team watercolor food web and key

Computer scientist Roles

Image

- Learning 1st
- 2. Setup your team Scratch
 - Import

project. Use Image Specialist Directions to get started!

MakeyMakey₁

- Learning 2nd
 - Make Sure team watercolor food web is done.
 - After learning, complete MakeyMakey

Planning Sheet.

Cloning

- Learning 3rd Work on team Google Slides
 - presentation. Get started
 - when Image Specialist is done. Collaborate
 - with MakeyMakey.

Broadcast

- Learning 4th Work on team
- Google Slides presentation.
- Last one to program in Scratch. Focus on dependent relationships.