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3ST GRADE

3.0

Creative Coding Book for Kids

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NEW SCRATCH - GRADE 3

Lesson 01 Introduction to Scratch

Lesson 02 Around the Block

Lesson 03 Beetle Race

Lesson 04 Magic Maze

Lesson 05 Ice Hockey

Lesson 06 Avatar Maker

Lesson 07 Habitats

Lesson 08 Plant Parts

Lesson 09 Geometric Shapes

Lesson 10 Mental Math

Lesson 11 Clocks Time

Lesson 12 Weights Scale

Lesson 13 Geography Map

Lesson 14 Tourism in Jordan (Open Project)

Lesson 15 Animal Classes (Open Project)

LESSON 2
AROUND THE BLOCK

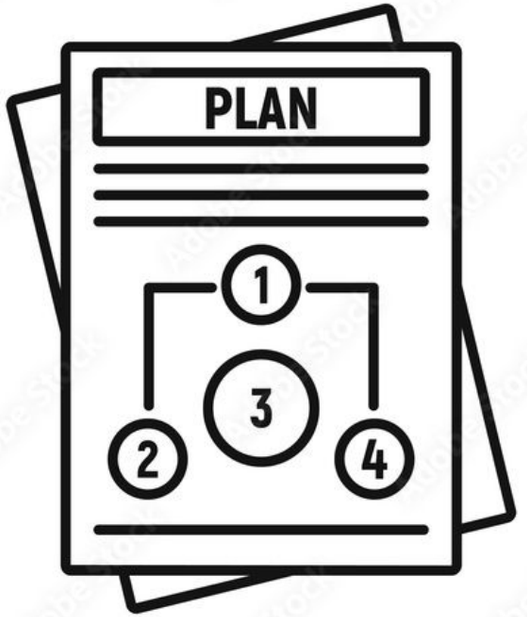
By Rana Dajani

AROUND THE BLOCK

Create a walking exercise!

- Move your character along the road, and around the block
- The character has to walk diagonally

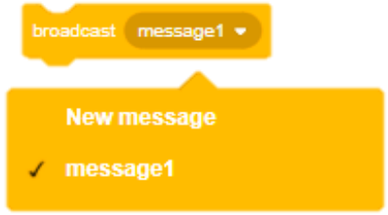
1. Add your characters
2. Choose a background
3. Create a plan to follow
    - decide the initial characteristics of your characters you want to start with
    - figure out how to move the character diagonally along the road

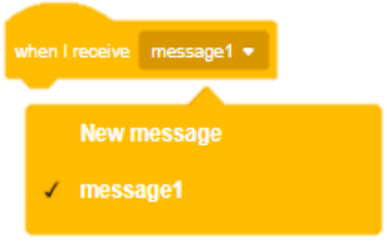


AROUND THE BLOCK

Broadcasting a message can activate many sets of code <u>at the same time</u>.

To make the character move diagonally the x and y values have to be changed at the same time.

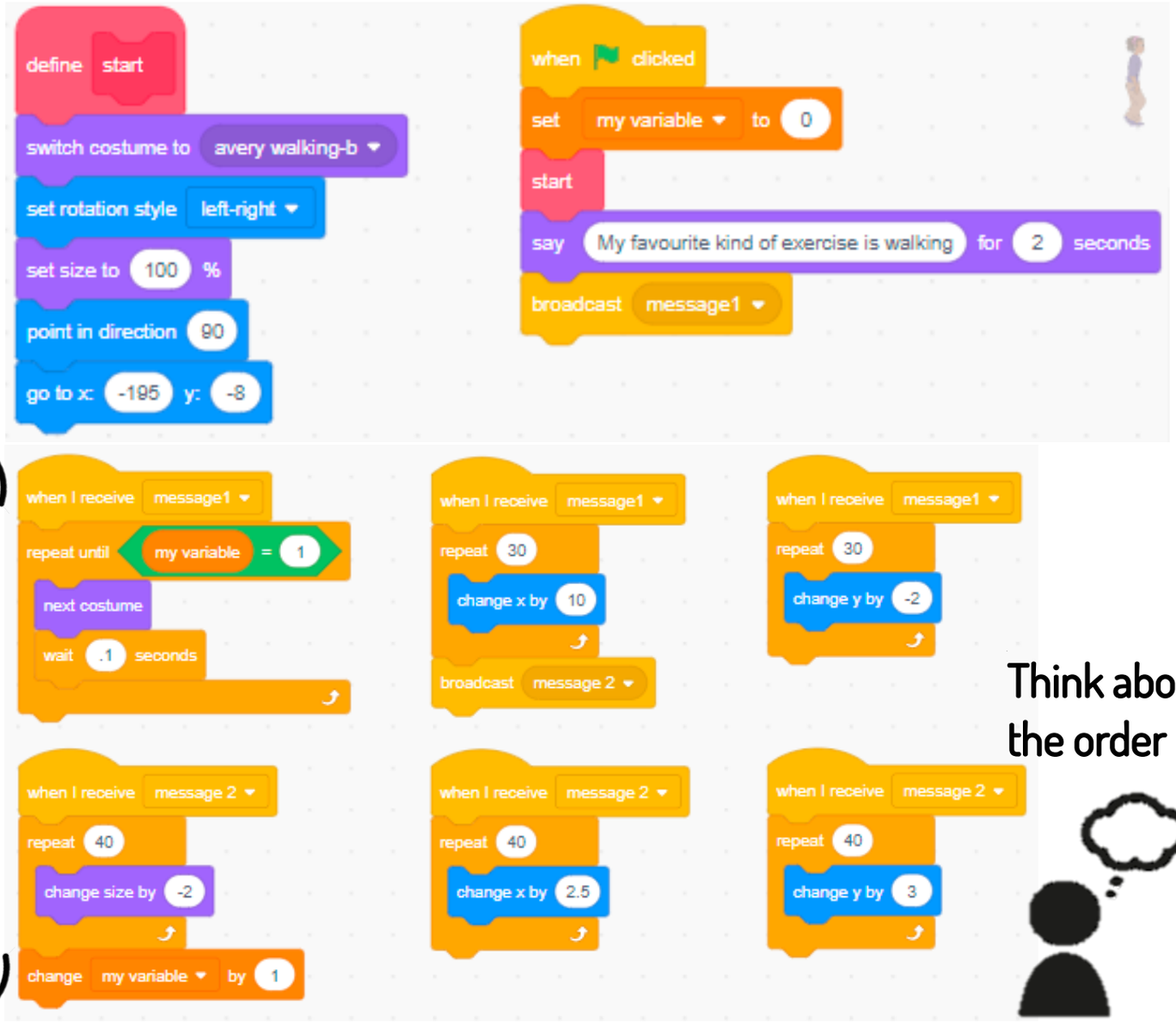




This variable is going to mange for how long the character going to keep changing its costume, until the end of the program.

These blocks will decrease the size of the character as it moves further away

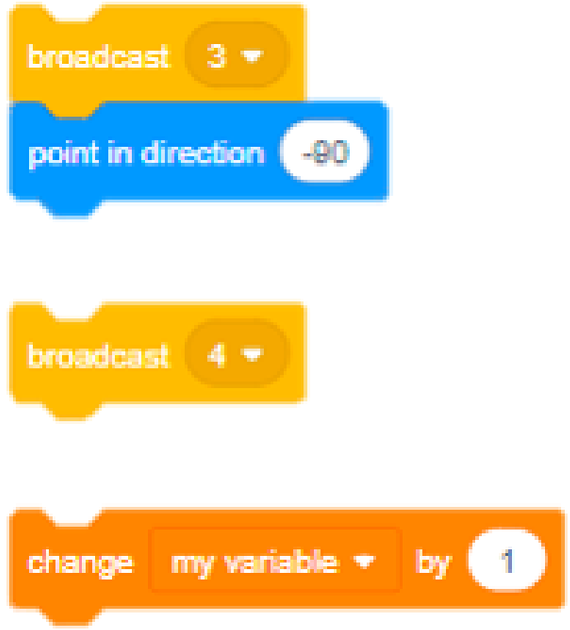
4 Drag all the code blocks that you think you will need to the script area



Think about the order

AROUND THE BLOCK

CHALLENGE YOURSELF!

Modify your program to have the character walk back to the original place

Hint: figure out how to add more messages to have the character walk back, change the direction the character is facing and change the place of the variable block to the end of the program