



# Introduction to Scratch

Scratch lesson plan – Code Playground



 **BARCLAYS**

# Lesson overview

Introduce your class to Scratch, focusing on setting up projects, using basic coding vocabulary, and animating sprites. Encourage creativity and basic coding skills through a guided activity using the Scratch website. Briefly introduce what Scratch is and its capabilities. Explain the day's activities: a quiz to familiarise with Scratch's interface and a creative activity involving sprites.

Time	Key learning outcomes	Resources
30 mins	<ul style="list-style-type: none"><li>Identify different features and tools within the Scratch interface through a quiz.</li><li>Use creativity to either recolour a sprite or create a new one from scratch.</li></ul>	<ul style="list-style-type: none"><li>Pencil and paper/printout of workbook</li><li>Laptops or desktop computers</li><li>Access to Scratch website - <a href="https://scratch.mit.edu">https://scratch.mit.edu</a></li></ul>

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# Activity one – using Scratch

Show the class the Scratch tour video to give them an introduction to the features of Scratch.

Briefly introduce what Scratch is and its capabilities

Explain the activity: a quiz to familiarise with Scratch's interface.

Provide the class with a copy of the workbook including the quiz questions. Depending on their previous coding experience allow time to research the answers to the quiz questions using the Scratch platform. Questions are multiple choice and can be answered by referring to the features on [scratch.mit.edu](https://scratch.mit.edu)

How many answers did the class already know? How easily were they able to work out the correct answers?

How confident do they feel with the features that they have explored.

## Scratch practical

Ask the children to log into Scratch and familiarise themselves with the user interface. Allow the children time to explore the features as well as to answer the quiz questions in the workbook.

- Children should be able to navigate between different sections of the Scratch website
- By the end of the quiz they should be able to highlight some key features of the Scratch website and have some understanding of how coding is built from different coloured blocks.

Alternatively, you could conduct the quiz as an interactive class activity. This could be by providing pupils time to learn about the Scratch website in a self-guided fashion and then ask the questions to the group, or by asking the question and allowing the class to research the answer to the question. This will depend on ability.



# Activity two – design a sprite

Using the costumes feature to recolour a sprite.

- Show how to select a sprite and use the ‘Costumes’ tab to change its colours
- Challenge students to recolour a sprite to match a theme you give (e.g. underwater, space, etc.).

Provide the class with a copy of the workbook. This will provide a step by step guide to changing the colour of a costume in Scratch.

- Can they change more than the colour?
- Can they create their own sprite that looks like them or their teacher?

## Scratch practical

Ask the children to log into Scratch and familiarise themselves with the costumes feature. Encourage the children to use an existing sprite or one they create themselves.

Children should be able to make use of the costumes feature to make changes to the colour or design of alternate costumes.

## Activity wrap up

- Prepare to share your sprite with the class
- Think about what you liked about this activity and one new thing you learned about Scratch.



# Summary

The following information is an example of what a child at an expected level would be able to demonstrate when completing these activities with additional examples to demonstrate how this would vary for a child with emerging or exceeding achievements.

## Assessment guidance

### Differentiation – Lower ability/ASN

Provide step-by-step guides and screenshots in the PowerPoint for students who need more guidance on navigating and using Scratch.

### Differentiation – Higher ability/extension

Encourage advanced students to add simple animations or interactions to their sprites, such as making them respond to keyboard inputs.

## Plenary

- Students present their modified or newly created sprites to the class
- Discuss the different creative approaches and any challenges faced during the activity.

## Assessment questions

- Evaluate students ability to navigate Scratch based on their performance in the quiz
- Assess creativity and skill application in sprite customisation or creation.