



In partnership with



## SHELL STREAM CLUBS

### LEARNING OUTCOMES

By participating in the club for the term (May- June 2022), students will cover the following topics and objectives:

#### Tech

*Topics: Using Scratch to Animate a Name.*

Students should be able to:

- To state what Scratch is.
- To make a letter change colour when you click it.
- To make a letter rotate when you click it.
- To play a sound when you click a letter.
- To make a letter move a beat when you click it.
- To make a letter get bigger and smaller when you click it.
- To make a letter change angles when you press a key.
- To make a letter glide from place to place when you click it.

*Topics: Using Scratch to make a Catch Game.*

Students should be able to:

- To add and remove a sprite.
- To made a sprite move (fall).

- To make a sprite move (left and right) when a key is pressed.
- To make sprites to be shown and hidden while interacting with other sprites.
- To add text and colour to a background.
- To make a score or lives count and display it on the screen.

*Topics: Create a Story*

Students should be able to:

- To set a scene and have a character say something.
- To add a second character and have them talk to each other.
- To switch a backdrop.
- To make a character interactive when clicked.
- To record their voice to make a character talk.
- To make a character move across the stage.
- To have a character enter a scene.
- To coordinate a conversation so that one character talks after another.
- To create multiple scenes with different backdrops and characters.

*Topics: Video Sensing*

Students should be able to:

- Interact with projects using Video Sensing.

*Topics: Group Project and Presentation*

Students should be able to:

- To work as a 4/5 person team to make an interactive story, game, animation, etc. on global warming using scratch and present in the next session. Presentations should be 5 minutes max.

