

Stage 3: Flight, Funny Faces and Scratch

Project 4: Guess Who!

Lesson 1: Let's do some Graphic design

Project aim: Children create a nice game using Yes/No questions to guess the correct identity. It's a subtle first step towards Binary. They will further develop their coding ability, covering simple Graphic Design and effects; understanding how to communicate with a user and get Inputs; learning how to add sound effects. They will also have a particular focus on using the 'if-then-else' condition and the 'Broadcast/Receive' function.

[Please note that, in this Unit there are several substantial videos; it may be appropriate to pause them in places or to replay. Depending on the length of the lesson or the nature of the pupils, they could even be extended over two lessons. Within some videos, there are 'Explainer' sections that address simple concepts. [These may also be used as stand-alone resources.]

Lesson objective In this introductory lesson, children learn how to use colours to create their own version of the Girl sprite, as well as how to undo mistakes. By doing this, the features of the Girl Sprite, such as age and hair colour, can later be used for sorting purposes on the full set of eight characters.

Concepts Use of drawing tools for 'fill colour' effects
Adjusting image size to enable focus on greater detail
Using text with images

Assumptions Students should have a computer with Scratch

Video Let's do some Graphic Design

Worksheet 3.4-GW1.1- Let's-do-some-Graphic-Design

Download The Guess Who Scratch project

Vocabulary Graphics, design, fill, effects, zoom, size, percentage,

Summary Children learn how to use colours and text, as well as how to correct mistakes.

The Worksheet should be followed carefully to take them step by step through each part of the process.

Lesson Plan

Teacher:	Class:	No. of pupils:	Date:
SEND:			
Time	Outline		
15 min	<p>Introduction to the whole class</p> <ul style="list-style-type: none"> • Describe how the next 6 Lessons will focus on further developing their coding ability, culminating in the creation of the Identity Game. • This will involve Graphics; communicating with a user and getting Inputs; learning how to add sound effects; focusing on the 'if-then-else' condition and the 'Broadcast/Receive' function. • Explain that, in this lesson, they will be using simple Graphic Design tools in Scratch to design their own character to complete a set of 8 people. • The distinctive characteristics, particularly hair colour and age, will later be used to sort or identify them in the Identity Game. <p>Show the video: Let's do some Graphic design</p>		
35 min	<p>Pupil Groupings: Individually or in pairs</p> <ul style="list-style-type: none"> • Give out the Worksheet: 3.4-GW1.1- Let's-do-some-Graphic-Design • Ask the pupils to open-up the Guess Who Scratch project. • The main purpose of this Worksheet is to guide the pupils through the use of the design tools, as covered in the video. • Pupils can enjoy the freedom to choose their own colour schemes to enhance the 'blank' character • They should follow each step in order to: <ul style="list-style-type: none"> ○ Use drawing tools to colour-fill different parts of each character ○ Understand how to 'zoom' in to make the image larger so that they can locate the colour-fill tool accurately in the very small regions • They also have freedom to select their own choice of names for the character, as well as the age, but it is vital to ensure that the age stays within the specified range • It is important that they save their work as it will form the basis of what they do in subsequent lessons. 		
Extension: Quicker pupils can experiment with different colour schemes.			