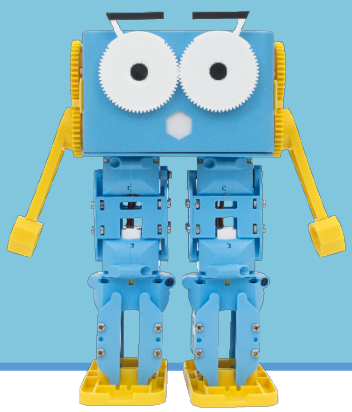
Lesson 1.6 – Introduction to Events



Education Level: Second Level (Age 7-11)
Lesson Duration: 45 minutes

Prerequisite Knowledge: Lessons 1.1-1.5
Device Compatibility: Laptop, PC or Tablet

Lesson Overview
Although students have been subconsciously using events whilst programming with Scratch, in this lesson it will be highlighted to them. They will understand that these blocks of code will only run when an event occurs (when a condition is met) and will begin to use events to program a remote control for Marty.

Learning Objectives
- Understand that many starting blocks require a condition to be met in Scratch before they will run
- Make use of events to control Marty's actions
- Create a remote-control program for Marty

Key Vocabulary
- Code blocks
- Events
- Condition

Resources & Equipment
- Marty the Robot
- Marty Workbook (Lesson 2)
- Laptops/Computers/Tablets
- Access to the Scratch editor

Additional Reading
- Educator's Guide
- Introduction to Programming with Marty using Scratch

Learning Plan & Activities
1. Look at some examples of small programs that have been covered so far and discuss with the class when the code is run and how the computer knows when to run it
2. Discussion of how certain events can trigger code and what events we can use in Scratch as a condition
3. Small programming task for students to explore the different events and trigger actions based on that event
4. Final task is to create a remote-control program using buttons as sprites that when clicked will control Marty to move

Additional Challenges
- Students could extend their remote-control program to have unique features such as a kick button or a dance button

Curriculum Benchmarks

Curriculum for Excellence – Technologies Benchmark Guide

● = Fully Addresses Benchmark ○ = Partially Addresses Benchmark

Curriculum Organiser	Benchmark Covered	Lesson 1.6
Digital Literacy	TCH 0-01a	●
Craft, Design, Engineering and Graphics	TCH 1-09a	●
	TCH 2-11a	○
	TCH 3-12a	○
Computing Science	TCH 0-13a	●
	TCH 1-13a	○
	TCH 2-13a	●
	TCH 3-13a	○
	TCH 4-13a	○
	TCH 0-14a	●
	TCH 0-14b	●
	TCH 1-14a	●
	TCH 2-14a	●
	TCH 3-14a	○
	TCH 0-15a	●
	TCH 1-15a	●
	TCH 2-15a	●

National Curriculum – Computing, Design & Technology

● = Fully Addresses Benchmark ○ = Partially Addresses Benchmark

Curriculum Organiser	Benchmark Covered	Lesson 1.6
Computing	1-a	●
	1-b	●
	1-c	●
	1-e	●
	2-a	●
	2-b	○
	2-c	○
	3-a	○
	3-f	○
	4-a	○
	4-b	○
Design & Technology	1.1-a	●
	1.3-b	●
	2.1-b	○
	2.3-b	○
	3.1-d	●
	3.3-c	○

Australian F-10 Curriculum – Digital Technologies, Design & Technologies

● = Fully Addresses Benchmark ○ = Partially Addresses Benchmark

Curriculum Organiser	Benchmark Covered	Lesson 1.6
Digital Technologies	ACTDIK001	●
	ACTDIK002	●
	ACTDIP003	○
	ACTDIP004	●
	ACTDIK008	●
	ACTDIP009	○
	ACTDIP010	●
	ACTDIP011	○
	ACTDIP012	●
	ACTDIP013	●
	ACTDIP017	●
	ACTDIP018	●
	ACTDIP019	○
	ACTDIP020	○
	ACTDIP027	○
	ACTDIP028	○
	ACTDIP029	○
	ACTDIP030	○
	ACTDIP031	○
	ACTDIP039	○
Design & Technologies	ACTDEK001	○
	ACTDEK004	○
	ACTDEP005	○
	ACTDEP006	●
	ACTDEP009	●
	ACTDEK010	○
	ACTDEK013	○
	ACTDEP015	○
	ACTDEP016	○
	ACTDEP018	●