

E1T1 2022 Lesson Plan

Goal/Module:

Target Students: game designer beginner students

Lesson Topic: Scratch

Lesson Objectives/Learning Outcomes: Learn how to create game

Designed by: Myo Thant

Estimated Time: 40 mins

Topic/Time?	Lesson Description:	Who is responsible?
Supplies:	<ul style="list-style-type: none"> ● <i>google slides for lesson</i> ● <i>Example scratch game</i> 	
Icebreaker & Attendance (3-5 minutes)	<ul style="list-style-type: none"> ● Example: What kinds of games do you enjoy playing? <ul style="list-style-type: none"> ● Start meeting recording ● Take attendance ● Type the icebreaker in chat 	
Introduction/Hook: (3-5 minutes)	<p>The purpose of this meeting is to...</p> <ul style="list-style-type: none"> ● Learn how to create Scratch game ● Learn how to use blocks to create games. 	
Poll 1 (3-5 minutes)	<p>Poll #1: Do you enjoy playing games? Why or why not?</p> <ul style="list-style-type: none"> ● Yes/No 	
Skill instruction: I DO: (5-10 minutes)	<ul style="list-style-type: none"> ● Explain what scratch is. ● Create Scratch account 	
Guided practice: WE DO: (10 minutes)	<p>WE DO:</p> <ul style="list-style-type: none"> ● Tutorial how to create Scratch Account ● Tutorial how to make Scratch Game <p>Example Instructions:</p> <ul style="list-style-type: none"> ● Go to Scratch.com ● Use Scratch to show how to create scratch. 	
Activities (10 minutes)	<ul style="list-style-type: none"> ● Create your own game -On Breakout room. 	
Discussion (5 min)	<p>Intern share their screen to present their Scratch game</p> <ul style="list-style-type: none"> ● Ask each intern questions about their choices and what was challenging/easy about the work 	

Game (optional) (5 minutes)	<ul style="list-style-type: none">• Skrible.io	
Total time:	50 minutes (without game)	