

UNIT 1 LESSON 5

ANIMATE AND DEBUG

3RD & 4TH GRADE



Lesson created by the GMU-ODU CSforAll Team. For more information about this lesson and our CSforAll initiative, contact Dr. Amy Hutchison at ahutchison1@gsu.edu

SUMMARY AND STANDARDS

Summary:

In this lesson, students will plan and code their animation for their written instructions on making a drink. Students will also edit and debug their code and make sure their animation matches their writing and planning in CoCo level 2.

Content Standards:

The student will

- Use organizational strategies to structure writing according to type.
- Write a clear topic sentence focusing on main idea.
- Elaborate writing by including supporting details.
- Use transition words to vary sentence structure.
- Revise writing for clarity of content using specific vocabulary and information.

CS Standards:

The student will construct sets of step-by-step instructions (algorithms), both independently and collaboratively

- a) using sequencing;
- b) using events.

MATERIALS AND RESOURCES NEEDED FOR THIS LESSON:

- Teacher slide deck
- Chromebook/Laptop
- Internet Access
- [Link to CoCo](#)

Reminder:

In this lesson, every student should be **assigned a story in CoCo** using **Level 2**.

The story should be titled "**Unit 1 Drink Recipe**"

Each student should save their work using this naming strategy: "**Student Name + Unit # + Descriptor**", for example, "**Johnny Unit 1 Drink Recipe**"

WARM UP:

Step 3: Composing & Coding - Use the Graphic Organizer

Story: Recipe

My Missions	What I Want to Do	Blocks & Items I will need	Self monitoring:
<p>Step 1 First, get all of your materials, you will need lemons, water, and sugar.</p>	<p>Do I need to add a start block? Do I need to add a character or object? Do I need to add or change a background? Do I need to make my character talk?</p>	<p>Scratch blocks: 'Hello!', 'Say', 'Think', 'Speak', 'Costumes'.</p>	<p>Found the start block. Created a character sprite. Added a background. Made my character talk.</p>
<p>Step 2 Then, squeeze the lemons into juice.</p>	<p>Do I need to add or change a background? Do I need to make my character talk? Do I need to make my character think something? Do I need to create a costume? Do I need to switch a costume?</p>	<p>Scratch blocks: 'Say', 'Think', 'Speak', 'Switch costume to...', 'Costumes'.</p>	<p>Made my character talk. Switched a costume.</p>
<p>Step 3 Next, add water and sugar.</p>	<p>Do I need to add or change a background? Do I need to make my character talk? Do I need to make my character think something? Do I need to create a costume? Do I need to switch a costume?</p>	<p>Scratch blocks: 'Say', 'Think', 'Speak', 'Switch costume to...', 'Costumes'.</p>	<p>Made my character talk. Switched a costume.</p>
<p>Step 4 Last, stir the ingredients together.</p>	<p>Do I need to add or change a background? Do I need to make my character talk? Do I need to make my character think something? Do I need to create a costume? Do I need to switch a costume?</p>	<p>Scratch blocks: 'Say', 'Think', 'Speak', 'Switch costume to...', 'Costumes'.</p>	<p>Made my character talk. Switched a costume.</p>
<p>Finally Create your...</p>	<p>Do I need to create a costume? Do I need to switch a costume? Do I need to make my character think something?</p>	<p>Scratch blocks: 'Costumes', 'Switch costume to...', 'Costumes'.</p>	<p>Created a costume. Changed a costume. Made my sprite think something.</p>

REVIEWING COCO LEVEL 2

1. Review CoCo Level 2 briefly, highlighting the planning and self-monitor features

We've already filled in column 1 with our drink recipe! Today we are going to focus on using CoCo to plan our Scratch animation, find those blocks in Scratch, and then use the self-monitoring column AFTER we've successfully found our blocks in Scratch. Sound good?



**BRAINSTORM WITH A PARTNER: HOW WILL YOU
ANIMATE YOUR RECIPE IN SCRATCH?**

LESSON OBJECTIVES



- Review Scratch Blocks and features of Coco Level 2
- Describe steps of debugging
- Set up all sections in Coco Level 2
- Code the animation for written instructions in Scratch
- Participate in pair programming to debug (run the code and use self-monitor check list)

DIRECT INSTRUCTION & GUIDED PRACTICE

**BUGS: AN ERROR IN A CODE THAT PREVENTS
THE PROGRAM FROM RUNNING AS
EXPECTED.**

Remember, A bug is an error or mistake in your code that prevents the program from running as expected.

DEBUGGING: LOOKING FOR AND FIXING THE ERRORS IN YOUR CODE

When you need to fix your error in your code we call that debugging. This means you are looking for your mistake and then fixing it. Debugging can happen at anytime while you are coding. Maybe you debug at the end when you realize your sequence isn't correct, or it could happen at the very beginning, maybe you forgot your start block!

TO DEBUG AN ALGORITHM, WE...

- Describe the problem.
- Hunt for bugs (what is it in our code causing the problem).
- Try out some solutions and test.
- Remember what we learned from the bug.

Whenever we realize that we have a bug, here are the steps for debugging. We [read slide]. Debugging happens all the time while we are coding!

Debugging Recipe from Code.org: <https://code.org/curriculum/docs/k-5/DebuggingTeacher.pdf>

Let's try this out!

VIDEO: HOW TO DEBUG

Watch here:

<https://www.dropbox.com/s/pfe5k22akk2qilq/How%20To%20Debug.mp4?dl=0>

1. Remind students to use debugging as they work on planning and animating their writing

DEBUGGING ACTIVITY (OPTIONAL)

Students should access the debugging activity in their student slide decks to try and debug several coding projects. [Link to the activity here.](#)

<https://www.dropbox.com/scl/fi/nthuf6q3mzv vx84r3wd4a/lesson4 Debugging Kaya-updated.pptx?rlkey=x402sas5z51nds5hiwkqp4041&dl=0>

INDEPENDENT PRACTICE

COCO CONTINUES TO HELP US!

Today, you will use Coco to help you code your instructional animation in Scratch!

1. Open a tab with Coco
2. Open a tab with Scratch
3. Use column 3 of Coco to find the blocks in Scratch we need for each step.
4. After you've found the blocks in Scratch, check off each row's self-monitoring before moving to the next step.



CO CO
COMPOSE & CODE

DEPICT-CS

1. Instruct students to open CoCo Level 2 project from last lesson

VIDEO MODEL

[How to Choose Animation Blocks in Scratch Tutorial](#)

My Ideas	What I Want to Do	Blocks & Icons I will seek	Self-monitoring
First First, get all your materials. You will need lemon and sugar and water.	<ul style="list-style-type: none">Do I need to add a cost block? <input checked="" type="checkbox"/>Do I need to add a character or object? <input checked="" type="checkbox"/>Do I need to add or change a background? <input checked="" type="checkbox"/>Do I need to make my character talk? <input checked="" type="checkbox"/>		<ul style="list-style-type: none">I found the start block.I created a character sprite.I added a background.I made my character talk.
Then Then you will need to squeeze your lemons into juice.	<ul style="list-style-type: none">Do I need to add or change a background? <input type="checkbox"/>Do I need to make my character talk? <input type="checkbox"/>Do I need to make my character think something? <input type="checkbox"/>Do I need to create a costume? <input type="checkbox"/>		<p>Repeated words:</p> <p>Should I use a different word?</p>
Next Next, add sugar and water to your lemon juice.	<ul style="list-style-type: none">Do I need to add or change a background? <input type="checkbox"/>Do I need to make my character talk? <input type="checkbox"/>Do I need to make my character think something? <input type="checkbox"/>Do I need to create a costume? <input type="checkbox"/>		
Last Last, mix your ingredients!	<ul style="list-style-type: none">Do I need to add or change a background? <input type="checkbox"/>Do I need to make my character talk? <input type="checkbox"/>Do I need to make my character think something? <input type="checkbox"/>Do I need to create a costume? <input type="checkbox"/>		
Finally	<ul style="list-style-type: none">Do I need to create a costume? <input checked="" type="checkbox"/>Do I need to switch a costume? <input checked="" type="checkbox"/>		<ul style="list-style-type: none">I created a costume.I changed a costume.

Step 3: Composing & Coding - Use the Graphic Organizer

The graphic organizer is titled "Sally's Recipe" and is divided into four columns: "My Ideas", "What I Want to Do", "Blocks & Icons I will use", and "Self-monitoring".

My Ideas	What I Want to Do	Blocks & Icons I will use	Self-monitoring
<ul style="list-style-type: none">Fill a character?Fill a character or object?Fill a character or object?Fill a character or object?Fill a character or object?	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Is my character talking?Is my character thinking?Is my character wearing a costume?
<ul style="list-style-type: none">Open the browser site page.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Is my character talking?Is my character thinking?Is my character wearing a costume?
<ul style="list-style-type: none">Open the browser site page.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Is my character talking?Is my character thinking?Is my character wearing a costume?
<ul style="list-style-type: none">Open the browser site page.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Is my character talking?Is my character thinking?Is my character wearing a costume?
<ul style="list-style-type: none">Open the browser site page.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?	<ul style="list-style-type: none">Is my character talking?Is my character thinking?Is my character wearing a costume?

LOG INTO COCO AND COMPLETE COLUMNS 2 & 3

BEFORE YOU BEGIN TO CODE IN SCRATCH....

- MAKE SURE YOU HAVE A TOPIC SENTENCE**
- MATCH YOUR ANIMATION TO YOUR WRITING**
- BE CONSISTENT**
- MATCH YOUR VISUALS TO YOUR TEXT**

Okay! Have we all finished answering the questions in CoCo? Good job.

Well, there's one more step we need to take before we can start working in Scratch. CoCo has helped us find the blocks for adding characters, adding backgrounds, making them say or think something. But! Choosing the kind of sprite and backdrop is still up to us. I've got a few tips to share with you as you're coding in Scratch.

You want to a) include a topic sentence, b) match your animation to your writing, c) be consistent, and d) make sure all the visuals in the frame make sense given what you have written in your text.

GOOD ANIMATIONS CAN BE SIMPLE OR COMPLEX!

SIMPLE EXAMPLE :

[HTTPS://WWW.DROPTOX.COM/S/JLIST1ZAUJJPC8E/SCREEN%20RECORDING%202023-09-18%20AT%209.21.46%20PM?DL=0](https://www.dropbox.com/s/jlist1zaujjpc8e/Screen%20Recording%202023-09-18%20at%209.21.46%20PM?dl=0)

MORE COMPLEX EXAMPLE :

[HTTPS://WWW.DROPTOX.COM/S/NH93DMDKPHD4N0Z/SCREEN%20RECORDING%202023-09-19%20AT%201.45.13%20AM.MOV?DL=0](https://www.dropbox.com/s/nh93dmdkphd4n0z/Screen%20Recording%202023-09-19%20at%201.45.13%20AM.MOV?dl=0)

Good animations that follow these guidelines can be as simple as <https://www.dropbox.com/s/jlist1zaujjpc8e/Screen%20Recording%202023-09-18%20at%209.21.46%20PM>.mor as complex as <https://www.dropbox.com/s/nh93dmdkphd4n0z/Screen%20Recording%202023-09-19%20at%201.45.13%20AM.MOV?dl=0>so long as they clearly convey the message to the reader visually and verbally!

“ONCE UPON A TIME THERE LIVED A PRINCESS...”



For example, if I was writing a story about “Once upon a time there lived a princess....” which one of these sprites would make more sense?

“ONCE UPON A TIME THERE LIVED A PRINCESS...”



For example, if I was writing a story about “Once upon a time there lived a princess...” which one of these sprites would make more sense? Probably this one. Although, if our princess played baseball later in the story, you could switch it up!

“ONCE UPON A TIME THERE LIVED A PRINCESS IN A CASTLE.”

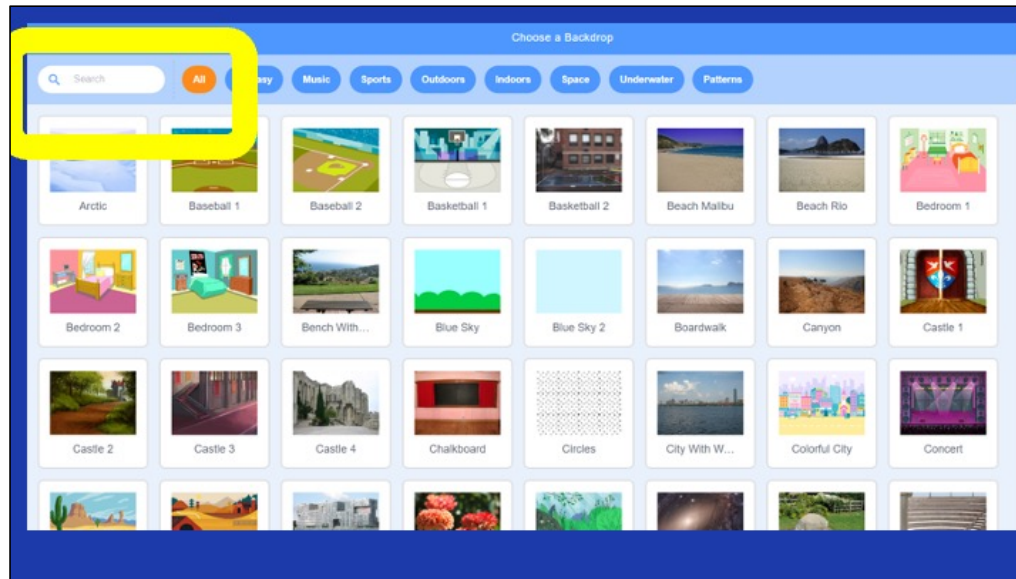


Now, if I was writing a story about a princess who lived in a castle, this backdrop would make more sense.

**“ONCE UPON A TIME THERE LIVED A PRINCESS WHO PLAYED
BASEBALL.”**



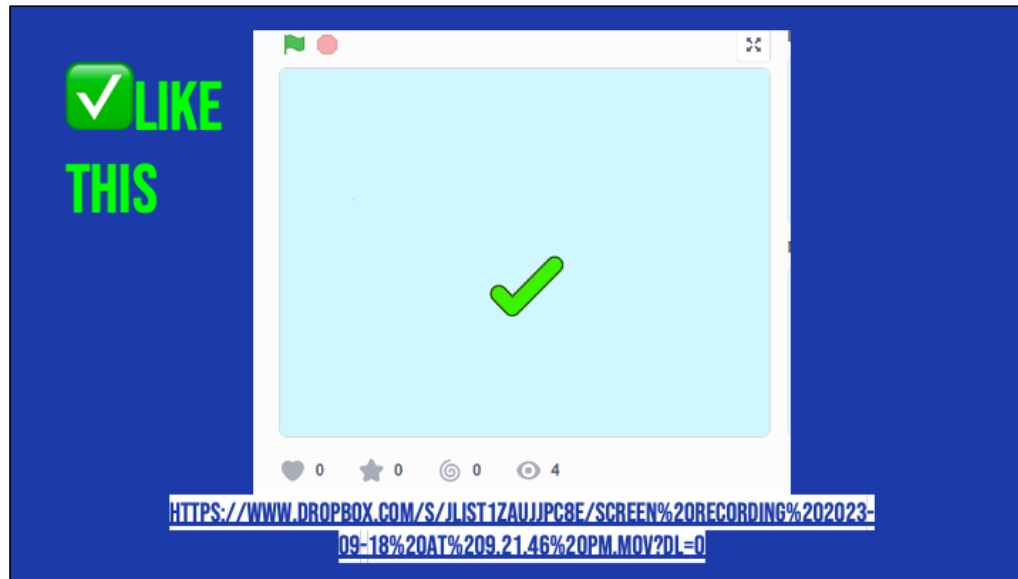
But if I wrote about a princess who played baseball, this one could also work!



Here's another Scratch tip: when looking for sprites and backdrops, you can enter words into the "search" bar and see if any of the results match what you're looking for.

If you don't find the backdrop you're looking for you could also search the following websites for non-copyrighted images that you can upload to Scratch

- Dribbble: <https://dribbble.com/>
- Library of Congress free to use and reuse: <https://loc.gov/free-to-use>
- Flickr: <https://flickr.com/>
- Unsplash: <https://unsplash.com/>



Let's look at this example of a scratch project that is consistent, matches its text, and whose visuals make sense. This is using the "how to make hot chocolate" recipe we've seen before.

NOT LIKE THIS



<https://www.https://www.dropbox.com/s/jlist1zaujpc8e/SCREEN%20RECORDING%202023-09-18%20AT%209.21.46%20PM.MOV?dl=0>

Now, let's look at the same video but where the visuals don't match the text. Hmm, what went wrong here?

VIDEO MODEL

[Video on how to add content from first row to CoCo to Scratch](#)

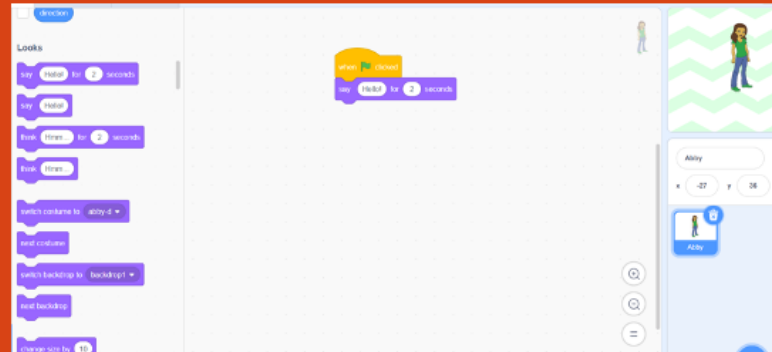
My ideas	What I want to do	Blocks & items I will need	Self monitoring
Plan Plan, get all of your materials. You will need lemons, water and sugar.	<ul style="list-style-type: none">Do I need to add a new block?Do I need to add a character or object?Do I need to add or change a background?Do I need to make my character talk?		<ul style="list-style-type: none">I found the start block.I created a character (sprite).I added a background.I made my character talk.
Show Show, separate the lemons into juice.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?Do I need to switch a costume?		<ul style="list-style-type: none">I made my character talk.I switched a costume.
Hide Hide, add water and sugar.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?Do I need to switch a costume?		<ul style="list-style-type: none">I made my character talk.I switched a costume.
Use Use, stir the ingredients together.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to create a costume?Do I need to switch a costume?		<ul style="list-style-type: none">I made my character talk.I switched a costume.
Finally Clean up!	<ul style="list-style-type: none">Do I need to create a costume?Do I need to switch a costume?Do I need to make my character think something?		<ul style="list-style-type: none">I created a costume.I changed a costume.I made my sprite think something.

Okay! Now that we've thought carefully about how we will match our Scratch visuals to our writing in CoCo, we're ready to start coding! Let's watch this short video on how to move between CoCo and Scratch. Remember we will be toggling back and forth!

Let's make sure we all get the hang of it by starting with adding the blocks from ONLY OUR FIRST ROW into Scratch. Pause and look at me when you're done.

VIDEO MODEL

[Video on transferring the rest of your work from CoCo to Scratch and monitoring your progress](#)



Once you get the hang of it

Step 3: Composing & Coding - Use the Graphic Organizer

My Ideas	What I Want to Do	Blocks I want to use	Self-monitoring
Prep I've got a lot of new materials. They will need lemons, water and sugar.	<ul style="list-style-type: none">Do I need to add a character?Do I need to add a character or object?Do I need to add or change a background?Do I need to make my character talk?	<ul style="list-style-type: none">CharacterBackgroundSpeech bubblesCharacter	<ul style="list-style-type: none">Is my character talking?Is my character happy?Is my character sad?Is my character angry?
Cook First, separate the lemon into parts.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to make a costume?Do I need to switch a costume?	<ul style="list-style-type: none">BackgroundSpeech bubblesCharacterCharacter	<ul style="list-style-type: none">Is my character talking?Is my character happy?Is my character sad?Is my character angry?
Serve Serve with water and sugar.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to make a costume?Do I need to switch a costume?	<ul style="list-style-type: none">BackgroundSpeech bubblesCharacterCharacter	<ul style="list-style-type: none">Is my character talking?Is my character happy?Is my character sad?Is my character angry?
Clean up Last, let the ingredients together.	<ul style="list-style-type: none">Do I need to add or change a background?Do I need to make my character talk?Do I need to make my character think something?Do I need to make a costume?Do I need to switch a costume?	<ul style="list-style-type: none">BackgroundSpeech bubblesCharacterCharacter	<ul style="list-style-type: none">Is my character talking?Is my character happy?Is my character sad?Is my character angry?
Quality Control Check your work.	<ul style="list-style-type: none">Do I need to make a costume?Do I need to switch a costume?Do I need to make my character think something?	<ul style="list-style-type: none">CharacterCharacterCharacter	<ul style="list-style-type: none">Is my character talking?Is my character happy?Is my character sad?Is my character angry?

**PAUSE HERE AND CODE IN SCRATCH,
CHECK YOUR SELF MONITOR**

BUT WAIT!

Did you debug any errors?

Does your Scratch animation match what you planned and wrote in CoCo?













1. In pairs (or independently), ask students to review and debug their code, making sure their animation matches what they planned and wrote in CoCo.

LAST STEP, SELF EVALUATION


VIDEO MODEL

[Self-Evaluation Tutorial](#)



Step 4: Self-Evaluation - Rate How You Feel About It

How do I feel about my written story today?	 unhappy	 neutral	 happy
How do I feel about using CoCo today?	 unhappy	 neutral	 happy
How do I feel about coding today?	 unhappy	 neutral	 happy
How do I feel about my Scratch project today?	 unhappy	 neutral	 happy

SHARING YOUR .SB3 FILE FROM CS FIRST TO COCO

1. Create the file in CS First
2. In the Scratch editor, find the word "File" in the top-left corner.
3. Click on "File" menu and you'll see some choices pop down.
 1. Choose "Save to your computer." This will download your Scratch project.
 1. Look in your "Downloads" folder. That's where your saved project might be.
 1. Go to the CoCo website and log in to your [account](https://wego.gmu.edu/scratchgo/login.php), <https://wego.gmu.edu/scratchgo/login.php>
1. Click proceed on the correct story in CoCo.
1. Navigate to the section of CoCo where you can upload your project. (only sb3 type and 10Mb max).

Uploading your coding file (only sb3 type and 10Mb max):


1. Click "Save".

Model how students can share Scratch creations to their teacher's studio

HERE IS AN OPTIONAL VIDEO TO LEARN HOW TO SHARE YOUR PROJECT IN SCRATCH.

Pause here.

Video modeling how students can share Scratch creations to their teacher's studio

[Scratch - Imagine, Program, Share](#)

SHARE YOUR WORK:

- Find a partner and share your animation.
- Share what you learned and something you might want to try differently.

PAUSE AND SHARE

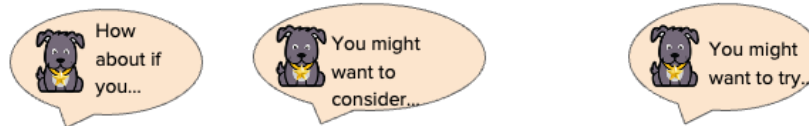
By receiving feedback on your *Explanatory Writing Scratch project*, you can make it better.

A. Share your screen with your elbow partner.

B. Ask them to name two things they  about your Explanatory Writing project.



C. Request feedback on one aspect of your Scratch project you could improve



D. Switch Roles

PAUSE HERE (10 MINUTES)

Here are some suggestions for sharing your work and getting feedback. Feedback can help us learn and make our work better in the future. [Read Slide]
Adapted from Getting Unstuck