

UNIT 2, LESSON 2

COCO LEVEL 3, LOOK BLOCKS

5TH & 6TH GRADE



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

SUMMARY AND STANDARDS

Summary:

In this lesson, students will use the CoCo graphic organizer to begin animating a set of instructions in Scratch.

2017 VDOE ELA Standards

The student will write for a variety of purposes.

d) Use strategies for organization of information and elaboration according to the type of writing.

CS Standards:

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

a) using sequencing;
b) using events.

Today, we are moving on to Unit 2, where we will learn about something called abstraction, a key process you will use in both computer science and writing.

MATERIALS AND RESOURCES NEEDED FOR THIS LESSON:

- Chromebook/Laptop
- Internet Access
- [Teacher Slides](#)
- [Student Slides](#)
- [Explanatory text graphic organizer](#)

Reminder:

In this lesson, every student should be **assigned a story in CoCo** using **Level 3**.

The story should be titled **"Unit 2 Story."**

Each student should save their work using this naming strategy: **"Student Name + Unit # + Descriptor"**, for example, **"Johnny Unit 2 Story"**



You will need....[read slide]

WRITING IN COCO: ADDING TEXT TO COCO

Steps:

1. [Log In to CoCo](#)
2. Select “level 3” from the drop-down menu
3. Type your instructions into the text boxes provided.



COCO
COMPOSE & CODE


DEPICT-CS

In a moment, we will log into CoCo level 3.

We already know how to do this but, as a reminder, here are the steps (read slide)

VIDEOMODEL

Coco Level 3, column 1 tutorial



The screenshot shows the Video Model interface for Level 3 of the Coco Scratch tutorial. At the top, there is a video player with a cartoon dog character and the text "COCO". Below the video player, there are three steps:

- Step 1: Goal Setting - Pick Your Level
Pick your level here!
- Step 2: Learn About the Level - Watch the Video
Choose your level to see a video!
- Step 3: Composing & Coding - Use the Graphic Organizer

Below the steps, there is a "Story: Recipe" section with a table:

My ideas	What I Want to Do	Blocks & Items I will need	Self monitoring
First	select level		
Then	select level		
Next	select level		
Last	select level		

<https://www.dropbox.com/scl/fi/mowlkrgcqhk56cr9b4ti/Level-3-of-Coco-and-Scratch-2-min.mp4?rlkey=5y17idnvr4wzssvkhu4splfyr&st=8j02770p&dl=0>

MODELING COCO

Steps:

1. Log In to CoCo
2. Select "level 3" from the drop-down menu
3. Type your instructions in the text boxes provided



My Ideas:	
1 First First, get all your materials. You will need - list your materials here.	1 Do I ne 1 Do I ne 1 Do I ne 1 Do I ne
2 Then Then, list the first step in your process.	background 1 Do I ne 1 Do I ne 1 Do I ne 1 Do I ne
3 Next Next, list the next step in your process.	background 1 Do I ne 1 Do I ne 1 Do I ne 1 Do I ne
4 Last Last, list the last step in your process.	1 Do I ne background 1 Do I ne 1 Do I ne 1 Do I ne 1 Do I ne

Make
sure you
are using
CoCo!



COCO
COMPOSE & CODE
DEPICT-CS

PAUSE TO WORK IN COCO

LOOK BLOCKS

Do I need to hide my character?

Do I need to show my character?

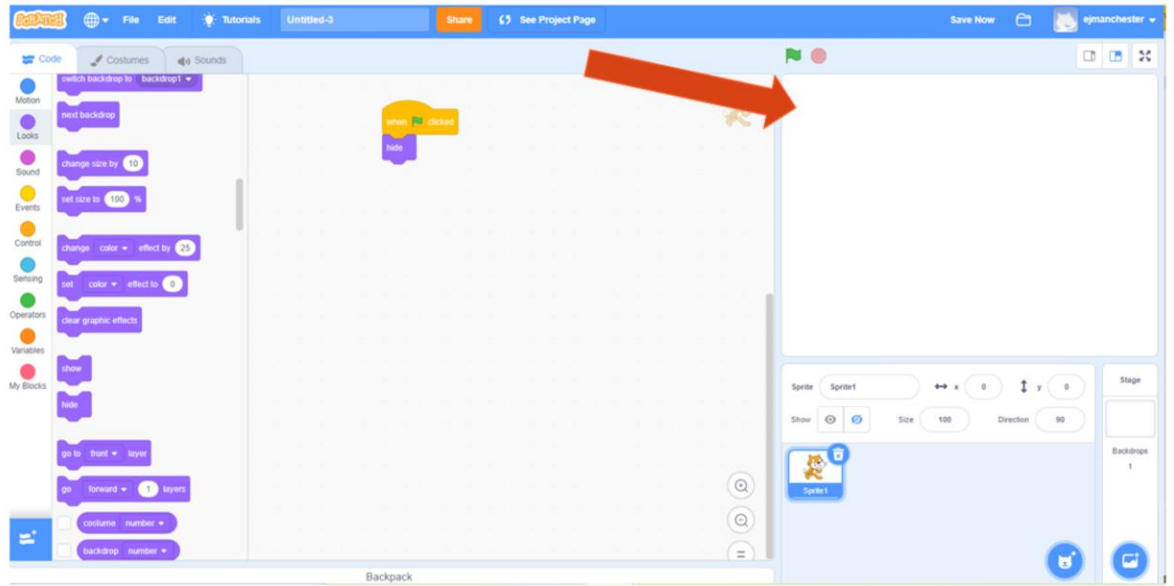
Do I need my character to appear in a particular size?

Do I need to change the color of my character?

The next few questions you see in Coco as {read questions}

These all have to do with the appearance or look of your sprite, so they are the purple look blocks. Let's learn how they work....

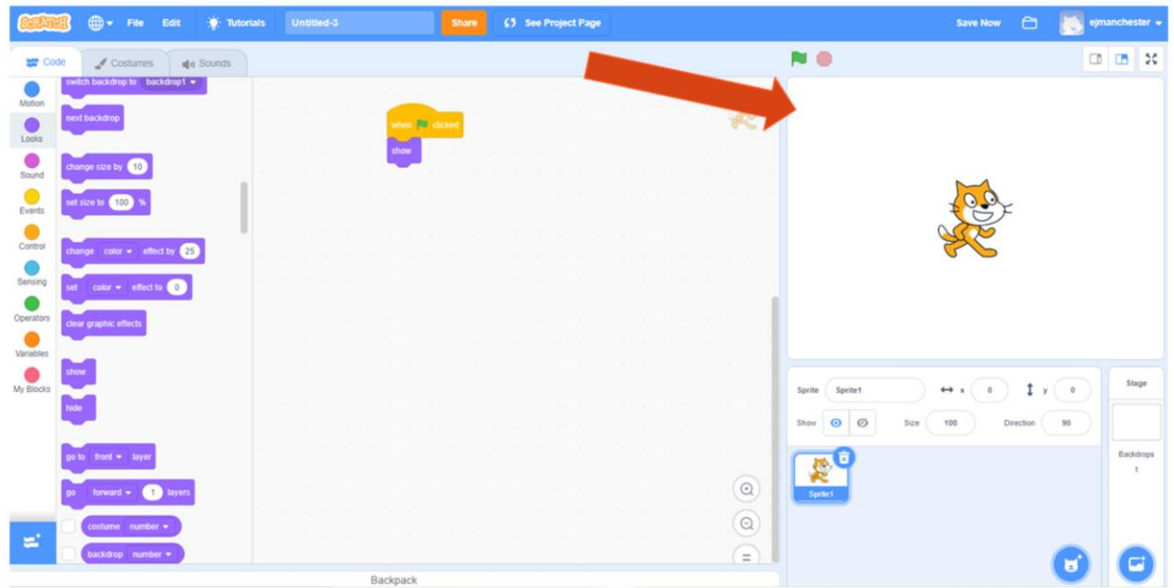
HIDE CHARACTER BLOCK (EXPLAINER VIDEO)



Hides your sprite from view.

Play Video by clicking on “Explainer Video” on the slide.

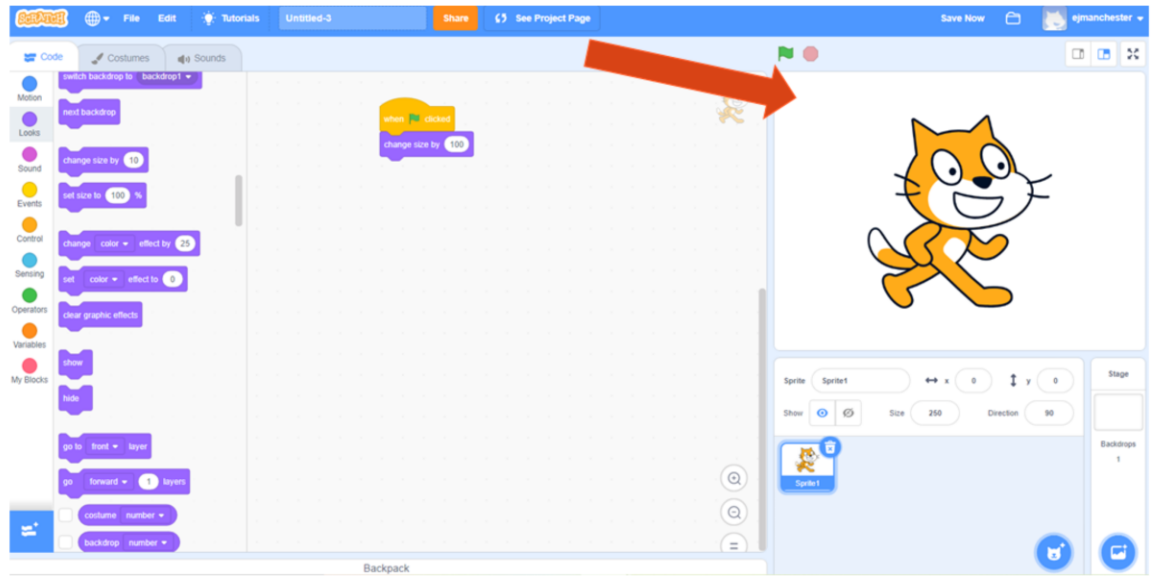
SHOW CHARACTER BLOCK (EXPLAINER VIDEO)



Makes your sprite visible.

Play Video by clicking on "Explainer Video" on the slide.

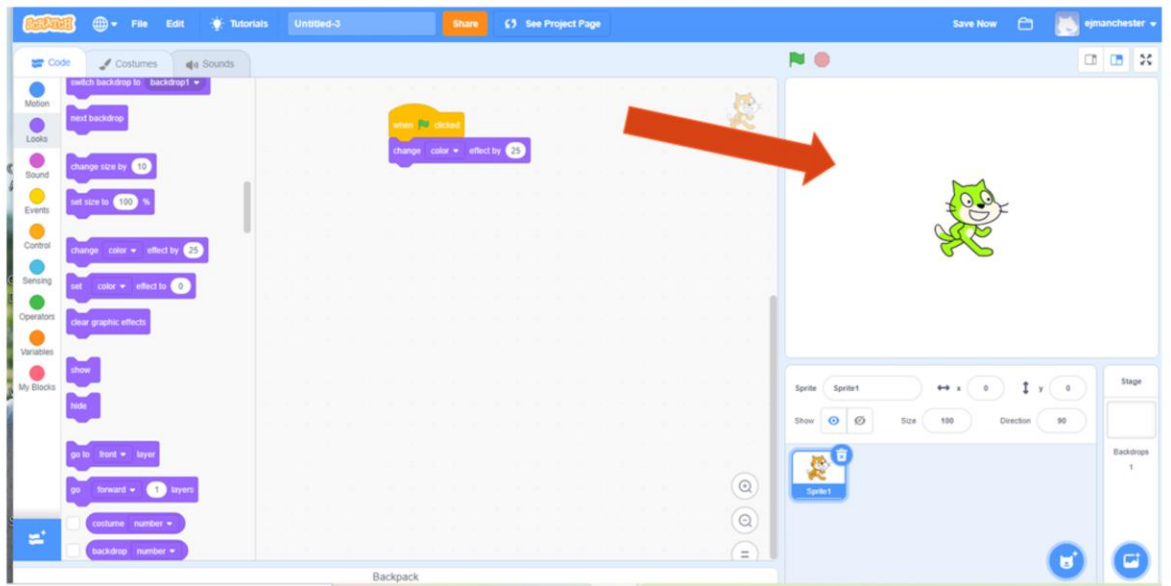
CHANGE SIZE (EXPLAINER VIDEO)



Changes the size of your sprite.

Play Video by clicking on “Explainer Video” on the slide.

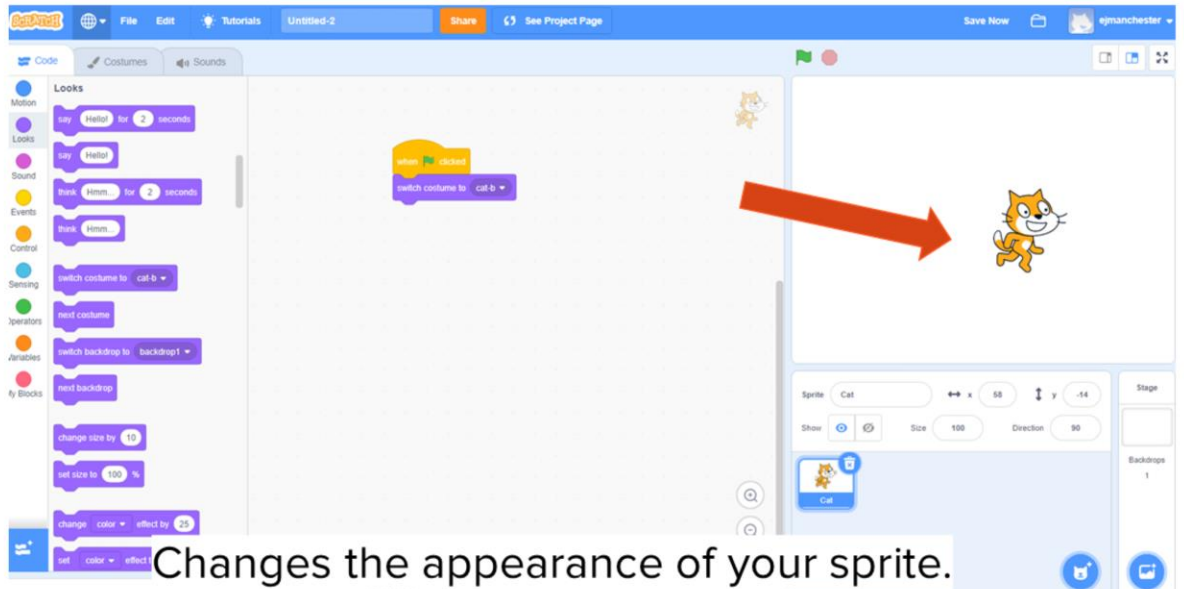
CHANGE COLOR (EXPLAINER VIDEO)



Changes the color of your sprite.

Play Video by clicking on "Explainer Video" on the slide.

REMEMBER: SWITCH COSTUME BLOCK ([EXPLAINER VIDEO](#))



If needed, remind students they learned how to switch their sprite's costume in U1L2.

Play Video, and explain: It may not be obvious but this cat looks different from the one automatically in scratch. This one looks like it's running. The "change costume" block in Scratch changes the appearance of your sprite. You can use it to change the appearance of your sprite. This block makes things simpler because we don't have to use as many sprites in our project.

Video link:

https://www.dropbox.com/s/jdt70o0l0neyk8c/SwitchCostumeCoCo_Nov16.mp4?dl=0

REMEMBER: YOU CAN CHANGE BY MULTIPLE EFFECTS!



→ Change color effect



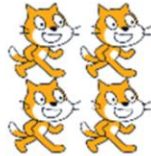
→ Change fisheye effect



→ Change whirl effect



→ Change pixelate effect



→ Change mosaic effect



→ Change brightness effect



→ Change ghost effect

If needed, remind students they learned how to switch their sprite's visual effect in U1L4.

There are many ways we can use this effect. For each of these, the number corresponds to the lowest intensity of each effect. And there are 7 effects to choose from!

- Color changes the color.
- Fisheye warps the sprite to look like this (point to screenshot)
- Whirl warps the sprite another way.
- Pixelate makes the sprite look like a video game character.
- Mosaic multiples the sprite
- Brightness changes the brightness
- Ghost

CODE AN ANIMATION OF A WORD

Steps:

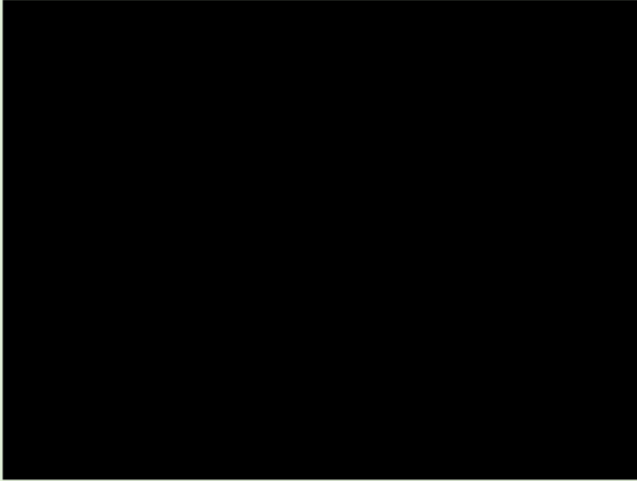
1. Choose your backdrop
2. Remove the cat sprite
3. Add the letters of your initials, word, or name—one sprite per letter!
4. Pick a sound and look block for each letter
5. Challenge: change the pitch effect on at least ONE of your letters

Optional tutorial video: <https://scratch.mit.edu/projects/editor/?tutorial=name>

ANY VOLUNTEERS TO SHARE THEIR ANIMATIONS?

OPTIONAL “CHANGE SIZE” ACTIVITY

CHANGE SIZE



1. Play the video on the left by right-clicking the link and pasting it into your browser.
2. Go to the next slide
3. Place the blocks under the green flag in the correct order by moving them from left to right.
4. Once the code matches the video, you are done!
5. You can check your answer by seeing the solution image or clicking the solution link.

Mixed Code

say Here it is! for 2 seconds

change size by 50

say What do you think? for 2 seconds

Your Answer

when green flag clicked
say Hello! Do you want to see me get taller? for 2 seconds

CHANGE SIZE - POSSIBLE SOLUTION

