

UNIT 1 LESSON 4

PLANNING AND WRITING WITH COCO LEVEL 2

5TH & 6TH 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@ua.edu

SUMMARY AND STANDARDS

Summary:

In this lesson, students will In this lesson, students will add their instructions for making a drink to CoCo and revise their writing based on peer feedback.

ELA Standards:

The student will:

- Use organizational strategies to structure writing according to type
- Use transition words to vary sentence structure

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 slides](#)
- [Student slides](#)
- Chromebook/Laptop
- Internet Access
- Link to CoCo:
<https://wego.gmu.edu/scratchgo/login.php>
- Link to Scratch: <https://scratch.mit.edu/>

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: SCRATCH SCAVENGER HUNT

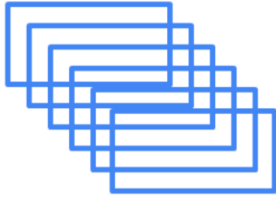
Let's warm-up with a scavenger hunt in Scratch to remember some things in scratch. You will use your student slide deck to work on this while you are looking for things in scratch.

WARM UP

1. Open your slide deck and navigate to the last slide.
2. Visit scratch.mit.edu or CS First to figure out how to do each task.
3. Drag the blue box to the correct item.

PAUSE HERE (10 MINUTES)

Ok, so you will [read slide]
Pause here while you work



Supercoders, move the blue boxes to the right answer.

Which one of these is the **start** block?



Which one of these is the **wait** block?



Is the **think** block purple?

True

False

Which one of these is the **choose a sprite** block?



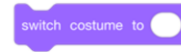
Is the **move** block colored yellow, purple, or blue?

yellow

purple

blue












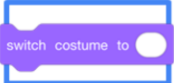
Which block allows you to switch to a new **costume**?



In a moment, I will share the slide deck with you and you will see a screen like this. You will drag the blue box to the correct answer. You may also want to navigate to Scratch on your device if you can't remember how to do some of these things in Scratch. Once you are done, we will go over the answers together!

Acknowledgments: Adapted from [CS+Fables](#)

Answer Key:

Which one of these is the start block?			
Which one of these is the wait block?			
Is the think block purple?	<input checked="" type="checkbox"/> True	<input type="checkbox"/> False	
Which one of these is the choose a sprite block?			
Is the move block colored yellow, purple, or blue?	<input type="checkbox"/> yellow	<input type="checkbox"/> purple	<input checked="" type="checkbox"/> blue
Which block allows you to switch to a new costume ?			

Check to see if your answers were correct.

LESSON OBJECTIVES

- ☐ Review planning tools (graphic organizers) and their purpose
- ☐ Locate features in Coco Level 2
- ☐ Review my writing with a partner and revise my writing, as needed

GRAPHIC ORGANIZERS FOR WRITING

Sequencing Graphic Organizer

Title: How to build a sandcastle

First	
Then	
Next	
Last	
Finally	

The graphic organizers you have used before helped you brainstorm and eventually write. But now you are going to use a graphic organizer to help take your writing one step further to the final step of the writing process: to present and publish your writing with Scratch! Using Scratch to animate your writing is one way to publish, or share, your work.

COCO HELPS US PLAN OUR WRITING & OUR CODE



COCO
COMPOSE & CODE

DEPICT-CS

1. *Today you are going to be using CoCo again to help plan your writing and your code.*

INTRODUCING “CHANGE EFFECT” BLOCK

But first, we are going to learn a new block.

CHANGE _____ EFFECT



→ Change color effect



→ Change fisheye effect



→ Change whirl effect



→ Change pixelate effect



→ Change mosaic effect



→ Change brightness effect



→ Change ghost effect

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

PRACTICING USING CHANGE EFFECT BLOCK

1. Imagine your sprite going through a time warp. How does its appearance change?
1. Change the effect by a minimum intensity of **50**
1. Use at least **4 different effects** on your sprite. This means you need to use at least 4 change effect blocks in your code.
1. (Optional) You may also include speech or thought bubbles to represent your sprite's thoughts as it goes through the time warp!



INTRODUCING COCO LEVEL 2



COCO
COMPOSE & CODE

DEPICT-CS

WHAT'S IN LEVEL 2?

Don't forget to add a topic sentence introducing your topic to the reader!

Stop

My topic:

My Ideas:	What I Want to Do:	Blocks & Icons I will need:	Self-monitoring:
First First, get all your materials. You will need - list your materials here.	Do I need to add a start block? <input checked="" type="checkbox"/> No <input checked="" type="checkbox"/> Yes Do I need to add a sprite or object? <input checked="" type="checkbox"/> No <input checked="" type="checkbox"/> Yes Do I need to add or change a background? <input checked="" type="checkbox"/> No <input checked="" type="checkbox"/> Yes Do I need to make my sprite talk? <input checked="" type="checkbox"/> No <input checked="" type="checkbox"/> Yes		<input type="checkbox"/> I added a start block. <input type="checkbox"/> I added a sprite or object. <input type="checkbox"/> I added or change a background. <input type="checkbox"/> I made my sprite talk.
Then Then, list the first step in your process.	Do I need to add or change a background? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to make my sprite talk? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to make my sprite think something? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to create a costume? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to switch a costume? <input type="checkbox"/> No <input type="checkbox"/> Yes		
Next Next, list the next step in your process.	Do I need to add or change a background? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to make my sprite talk? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to make my sprite think something? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to create a costume? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to switch a costume? <input type="checkbox"/> No <input type="checkbox"/> Yes		
Last Last, list the last step in your process.	Do I need to add or change a background? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to make my sprite talk? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to make my sprite think something? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to create a costume? <input type="checkbox"/> No <input type="checkbox"/> Yes Do I need to switch a costume? <input type="checkbox"/> No <input type="checkbox"/> Yes		

Note: Just start typing in the white text boxes! No need to delete anything, the grey text will disappear when you start to type.

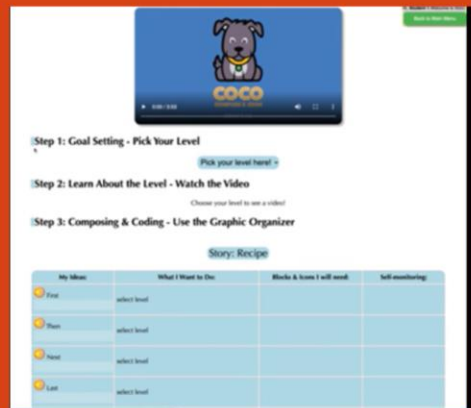
In level 2 of CoCo, you are able to fill in column 1 with your OWN writing. You also have more options in the middle for choosing your Scratch blocks. We'll learn more about each of these.

Also, when you are ready to add your text. You do not need to delete the grey text. It will go away once you begin typing.

Let's start by watching a video on how we can fill in column one with our own writing.

VIDEO MODEL:

<https://www.dropbox.com/scl/fi/d0q5lhq1tkix6glx4dbo6/Adding-Our-Text-to-Coco.webm?rlkey=vjv4chk8akh0iaxdqimgom1tf&st=dqgxw9dd&dl=0>



Play video

<https://www.dropbox.com/scl/fi/d0q5lhq1tkix6glx4dbo6/Adding-Our-Text-to-Coco.webm?rlkey=vjv4chk8akh0iaxdqimgom1tf&st=dqgxw9dd&dl=0>

MODELING COCO

Today, you will use CoCo to **animate your drink recipe you wrote last time.**

Our first step is to **fill in CoCo level two with the text of our recipe.**



COCO
COMPOSE & CODE

DEPICT-CS

You will need your recipe from last time for our next step. If you are not sure where your recipe is from last time, pause here to get it ready.

CoCo link: <https://wego.gmu.edu/scratchgo/login.php>

ADD YOUR WRITING TO COCO

Steps:

1. Log In to CoCo
2. Select "level 2" from the drop-down menu
3. Type your recipe into the text boxes provided under First, Then, Next, Last

How to make **lemonade**
Fill in the boxes below with your instructions for how to make lemonade.
You may use the word bank in your student slides if you get stuck.

My topic: Introduce the reader to your topic.
Today, I will tell you about _____.

First,
First, get all your materials. You will need _____
_____ and _____.

Then,
Then, list the first step in your process.
Then, _____.

Next,
Next, list the next step in your process.
Next, _____.

Last,
Last, list the last step in your process.
Last, _____.



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

Now you will log into CoCo and select Level 2 from the drop-down menu. Then, type your recipe into the text boxes.

REMEMBER!

Recipes are a type of **explanatory writing**.

Pay close attention to your transition words:

- First
- Then
- Next
- Last
- Finally

Make sure your directions are in the correct **sequence**.

1. Remind students of explanatory writing and the sequence of transition words we have used

**PAUSE HERE AND ADD YOUR RECIPE
INSTRUCTIONS IN COCO LEVEL 2.**

TURN & TALK:

READ YOUR INSTRUCTIONS OUT LOUD TO A PARTNER. IS ANYTHING UNCLEAR? REVISE IF NECESSARY.



NEXT TIME...

Great job today! Next time, we will go back into Coco and Scratch to finish animating our drink recipe instructions. Thanks for learning with me today!