

SCENARIO

Title	ITS MAGICS	
Summary	This exercise is about learning basics on Block Programming with Mbot. During this exercise student will learn about synchronize elements, programming a storytelling and timing.	
Author/s	AIJU	

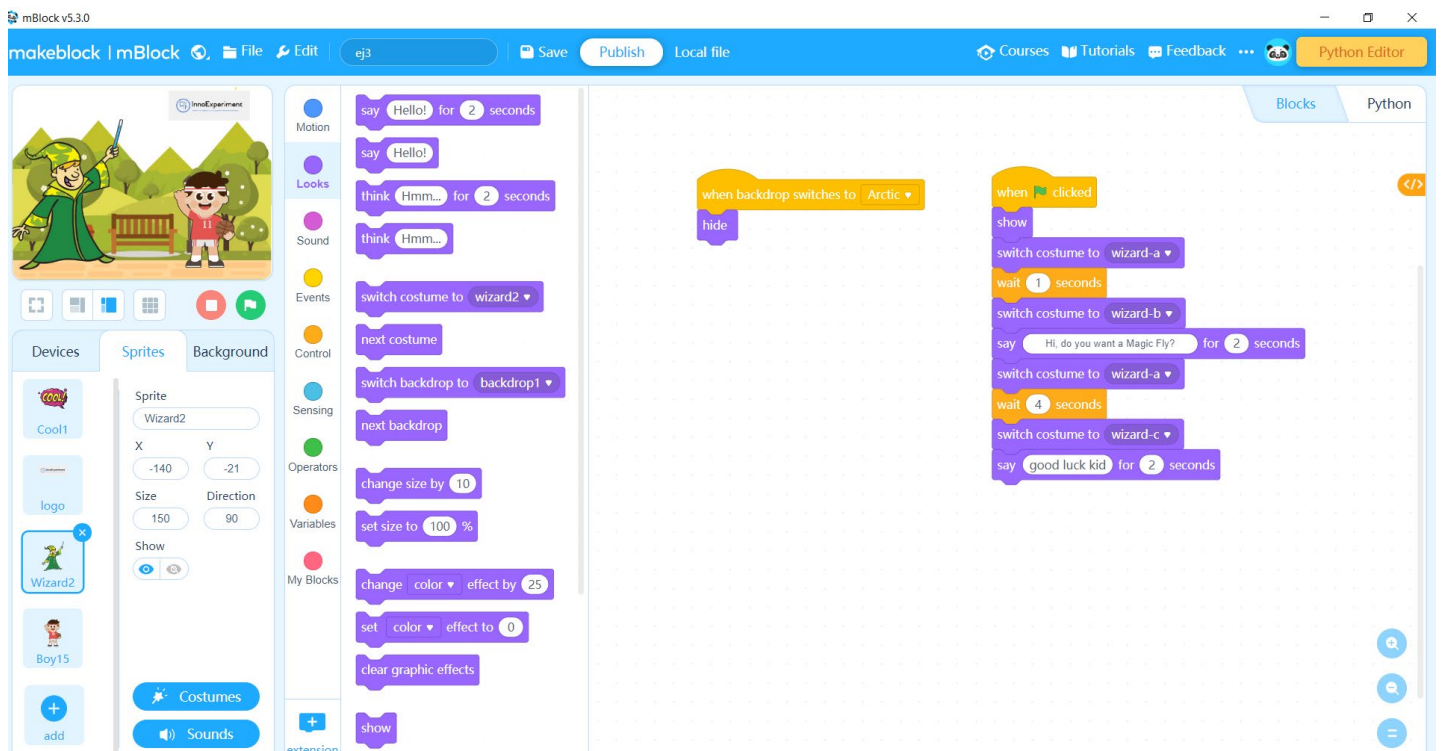
DIDACTIC OBJECTIVES

<ul style="list-style-type: none"> - Teach basics of coding by block - Learning about timing and storytelling 				
Music <input type="checkbox"/>	Mathematics <input type="checkbox"/>	Information Technology <input checked="" type="checkbox"/>	Robotics <input type="checkbox"/>	Programming <input checked="" type="checkbox"/>
Education Level:	10-12 years <input checked="" type="checkbox"/>	12-14 years <input type="checkbox"/>		
PROBLEM STATEMENT				

Begin to teach programming to students through simple block language and image assignment. In a simple way, students begin to understand concepts such as variables, assignments, conditionals.

BOM (Bill Of Materials needed)

- MBOT software 5.3.0v
- Assets from MBOT software

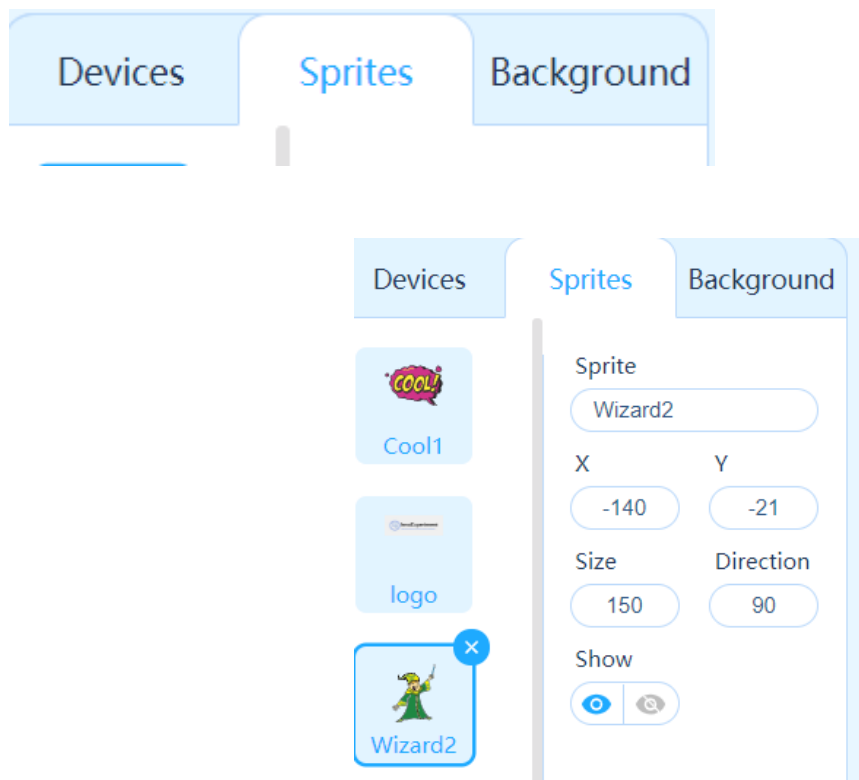


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ACTIVITY DESCRIPTION

The objective of the activity is to develop a short story told by the characters themselves, a magician will appear who will ask a character how to travel to another place, the character says Arctic and will suddenly appear on that stage. The character disappears from the screen and a logo appears with the text "Cool" to finish.

First, we need to create scene, go for Sprites and find assets:





Erasmus+



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Devices Sprites Background

Cool1

logo

Wizard2

Boy15

Sprite

Boy15

X 115 Y -68

Size 150 Direction 90

Show

Devices Sprites Background

Cool1

logo

Wizard2

Sprite

Cool1

X 0 Y -5

Size 200 Direction 90

Show

And background:


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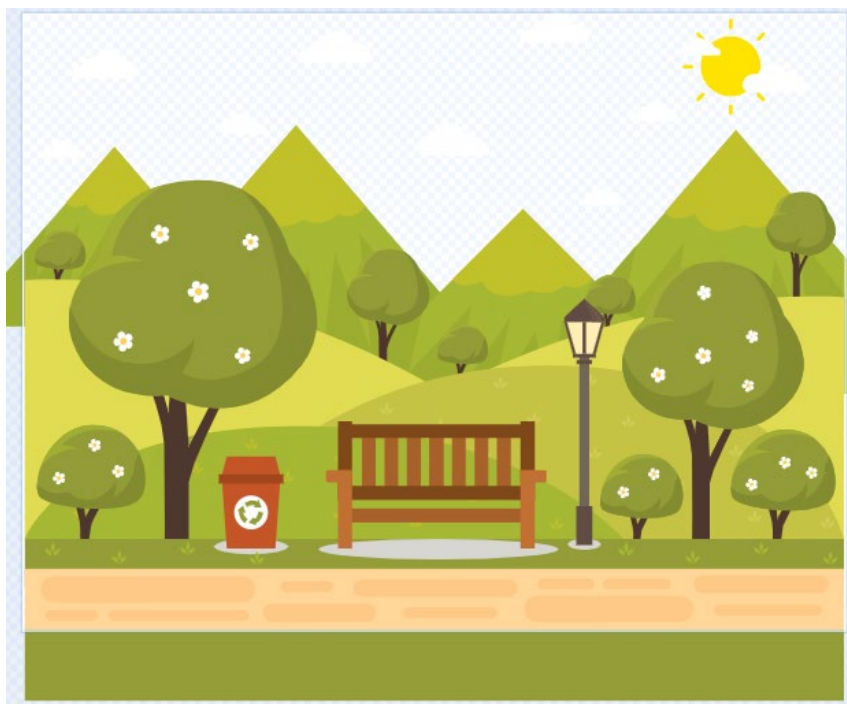
Devices Sprites Background



Number of costumes: 3

X

Speaker icon Sounds



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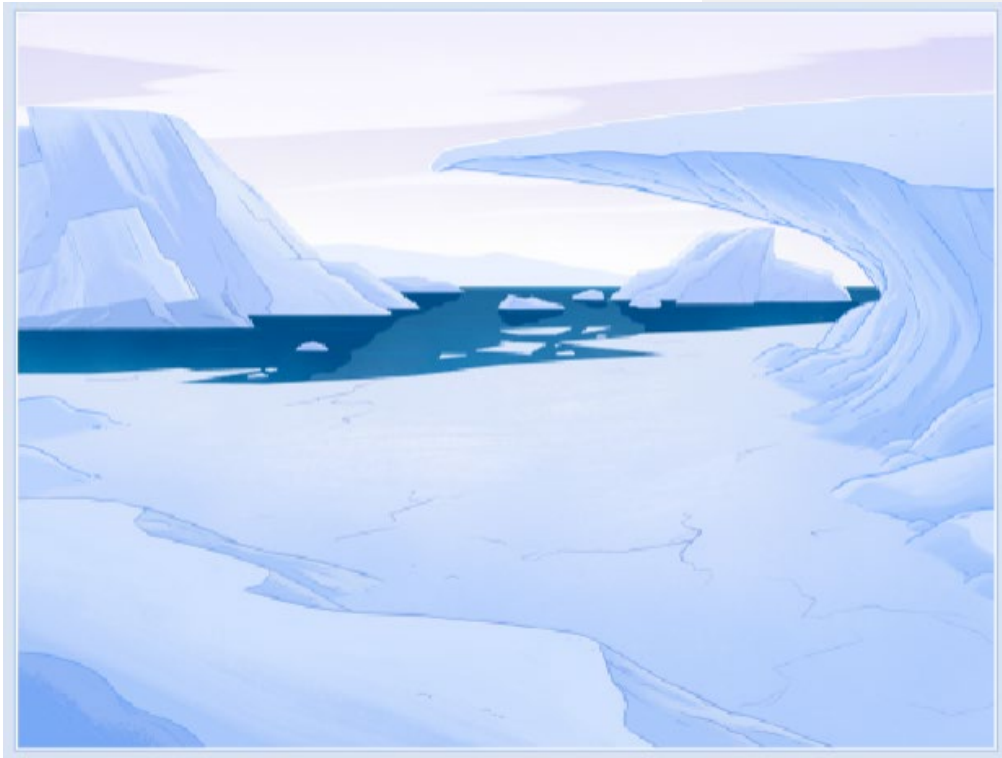


Erasmus+

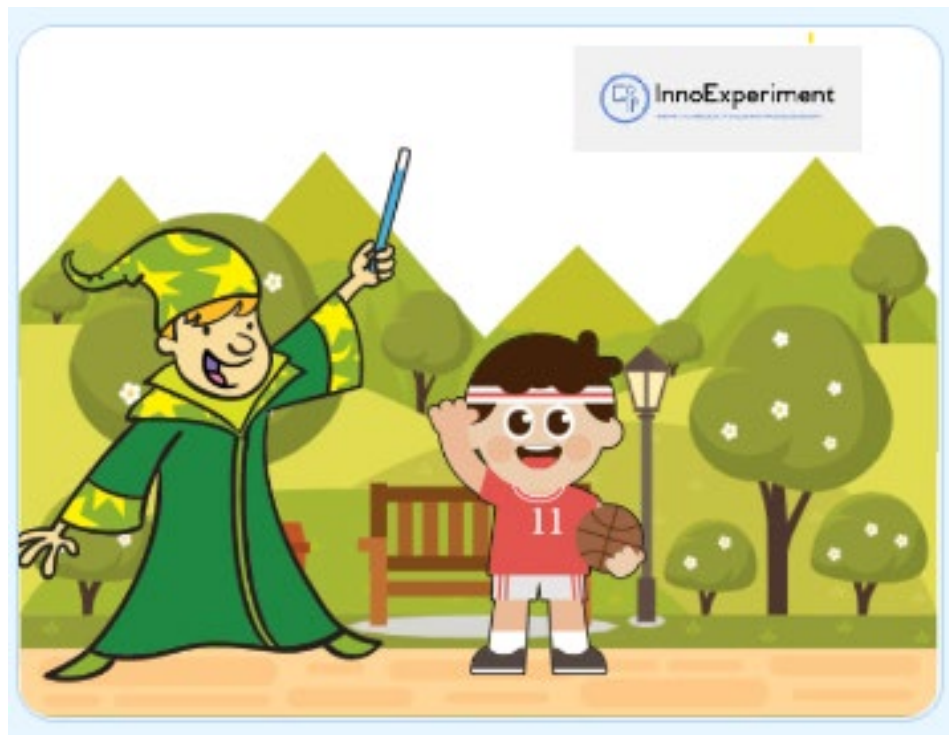


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Create visual scene:



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Add coding for each assets:

WIZARD

```

when backdrop switches to Arctic
hide

when clicked
show
switch costume to wizard-a
wait 1 seconds
switch costume to wizard-b
say Hi, do you want a Magic Fly? for 2 seconds
switch costume to wizard-a
wait 4 seconds
switch costume to wizard-c
say good luck kid for 2 seconds
  
```

BOY15

```

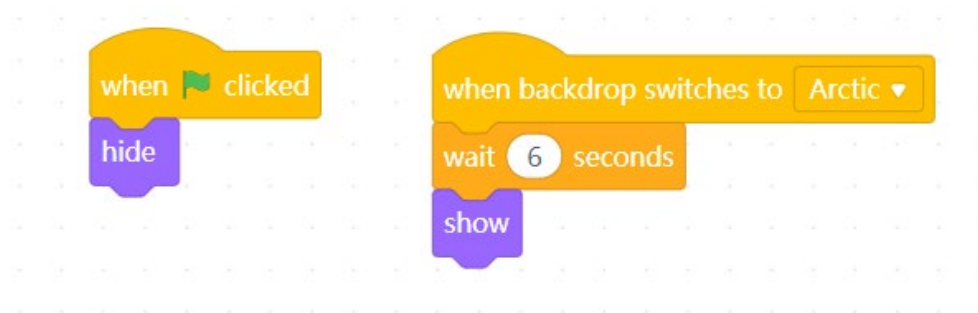
when clicked
show
switch costume to elf-a
go to x: 280 y: -68
glide 1 secs to x: 30 y: -68
wait 2 seconds
say I want to Go to Artic for 2 seconds

when backdrop switches to Arctic
wait 1 seconds
switch costume to elf-e
say Amazing!! Thats All folks! for 2 seconds
glide 1 secs to x: 280 y: -68
hide

when clicked
switch backdrop to Park5
wait 8 seconds
switch backdrop to Arctic
  
```

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COOL



STUDENTS' EVALUATION

The way to evaluate the students would be for them to demonstrate on paper how they have developed the exercise and to use the program / game to check the solutions.

SCALABILITY

Regarding the concept of scalability, the complexity could be increased by adding problems that need more letters and functionalities

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