

### SCENARIO

<b>Title</b>	DANCE
<b>Summary</b>	During this exercise, the student will learn to make animations and that the characters speak by voice.
<b>Author/s</b>	AIJU

### DIDACTIC OBJECTIVES

- Teach basics of coding by block
- Learn about animations and voice chat.

Music **X**    Mathematics     Information Technology     Robotics     Programming **X**

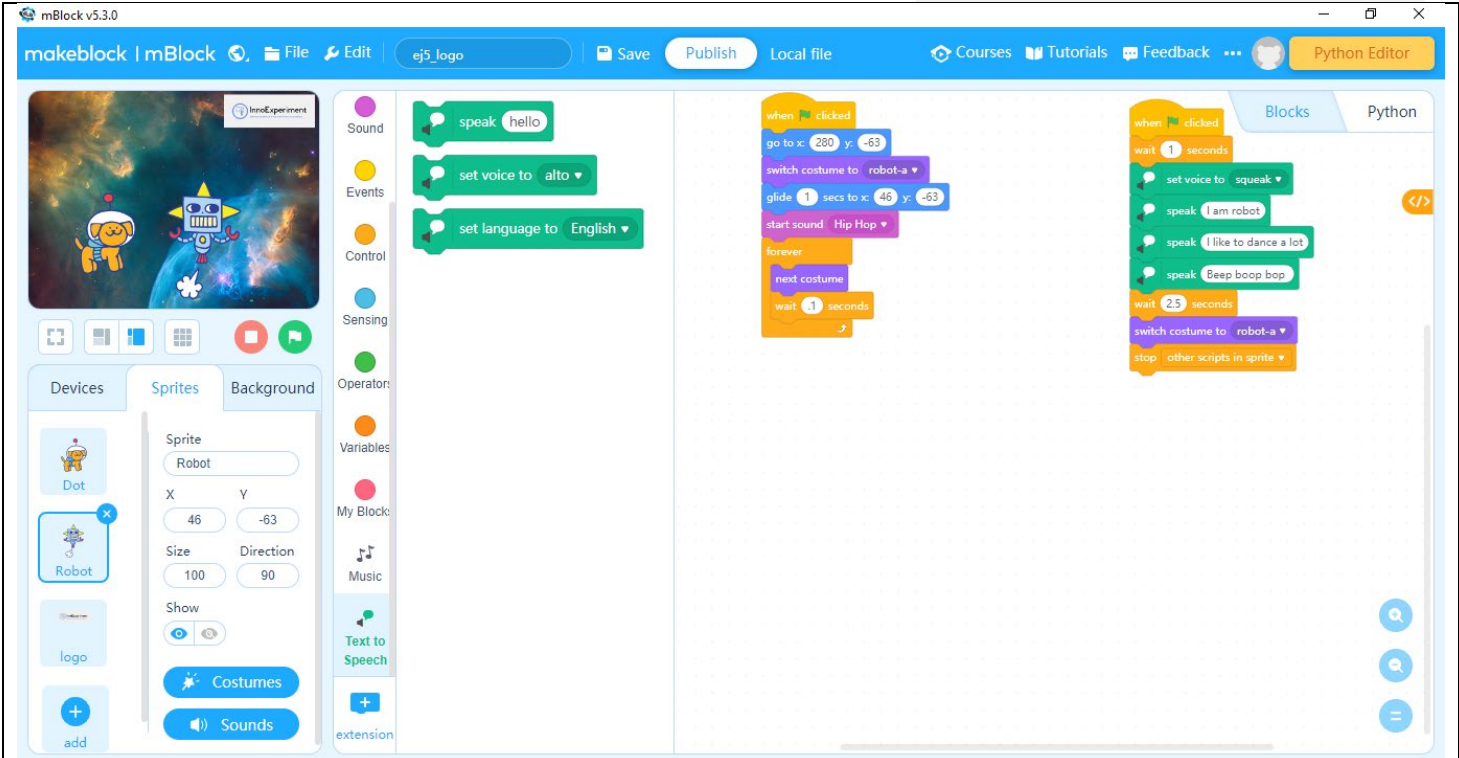
Education Level:            10-12 years             12-14 years **X**

### 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)

- SCRATCH Software
- MBOT software 5.3.0v
- Assets from SCRATCH software

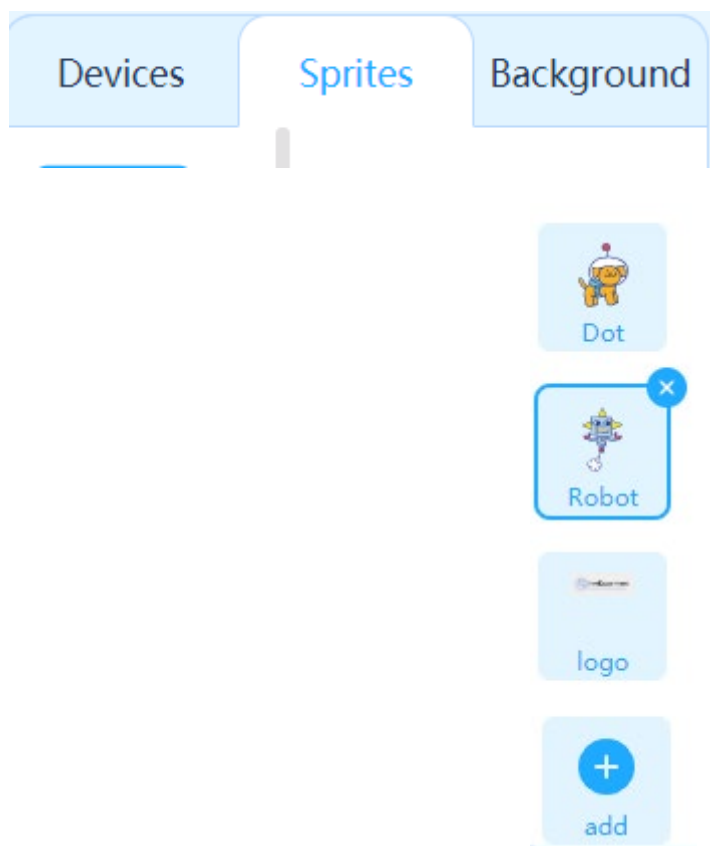


## ACTIVITY DESCRIPTION

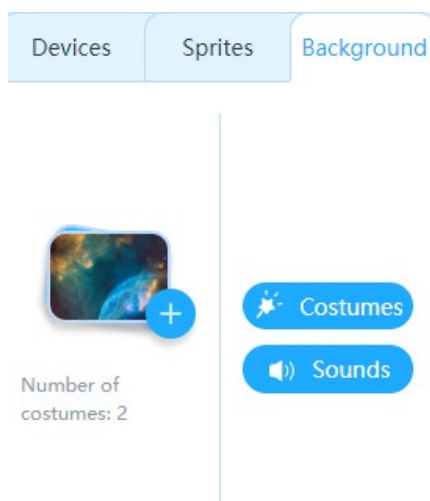
The objective of the activity is a dance battle between a robot and a dog.

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



And background:



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Erasmus+

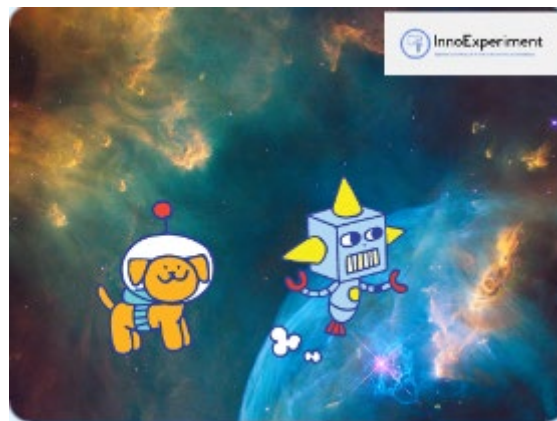


InnoExperiment

INNOVATIVE APPROACH TO TEACHING THROUGH EXPERIMENT



Create visual scene:



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Add coding for each assets:

Dot

```

when clicked
  switch costume to dot-a
  go to x: -280 y: -44
  glide 1 secs to x: -114 y: -55
  wait 5.5 seconds
  set voice to tenor
  speak wow
  speak i would like to learn to dance like you
  speak let me try!
  wait 4 seconds
  switch costume to dot-a
  stop all
  
```

```

when clicked
  wait 10 seconds
  start sound Dance Space
  forever
    next costume
    wait .2 seconds
  
```

Robot

```

when clicked
  go to x: 280 y: -63
  switch costume to robot-a
  glide 1 secs to x: 46 y: -63
  start sound Hip Hop
  forever
    next costume
    wait .1 seconds
  
```

```

when clicked
  wait 1 seconds
  set voice to squeak
  speak I am robot
  speak I like to dance a lot
  speak Beep boop bop
  wait 2.5 seconds
  switch costume to robot-a
  stop other scripts in sprite
  
```

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### 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 more text to speech and more characters.

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