

Storytelling Activity 1

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SUMMARY KEYWORDS

teacher, lightning, setting, code, rain, click, lesson, interactive, randomness, video, learning, discussion, character, backdrop, create, students, ces, quiz, add, story

Hello! This is your CS First with Google co-taught lesson and I will be your co-teacher alongside your teacher. Today we are focusing on the Storytelling unit and this is activity one where we will be talking about settings in a story. So let's go ahead and review what we're doing today.

You're going to be learning about a setting. So kind of start thinking, students, do you know what a setting is kind of start thinking in your mind, let's see if you do. And then you're going to work on creating an interactive setting that will help guide a character through a story. And then finally, you're going to make your own story and create it in code with options of an interactive story that's going to help guide your character. So let's get started together.

First question, what is a setting? Hopefully, you've already started thinking about that students. So I want you to turn to your teacher. Teachers go ahead and let's pause and have a quick discussion on what is a setting.

Let's come back from our discussion and dive right into the definition of what is the setting. The setting is the time and place of the story. Also, remember that a setting can change and it can become interactive to guide characters throughout a story. An example of an interactive setting could be a story that starts where maybe a character is walking outside, and then all of a sudden, a lightning storm can hit and rain can be coming down which can happen at any time. And that can cause our character to need to change its location and maybe go inside, out of the rain. So that is just one simple quick example. So now students, I want you to start thinking about another example. Teachers, you're going to go ahead and pause and have a discussion with your class about other examples. So students, can you come up with other examples of an interactive setting? Go ahead and look to your teacher and share those now.

Let's come back from our discussion. What kind of examples did you come up with? Maybe someone came up with an example of a interactive setting in a car. Where characters are riding in a car and they arrive somewhere and get out of the car. Or maybe you had an interactive setting where you were underwater, and then you got out of the water, maybe you're at the beach. So there are a lot of different examples. So great job sharing everyone. Let's get into some of our work together. You're going to start today by going to Lesson three in that Storytelling unit, you're going to go and click on

the first one, "The Introduction," and you're gonna watch the video, if you haven't already done so with your class. Go ahead and make sure that you watch it and students, there may be a quiz coming up, so watch that video closely. And then come on back and we'll work through that quiz together.

Let's come back from our video and have our quiz time that I mentioned. You're going to see questions popping up on the screen and you're going to think about that answer and then share them as your teacher directs.

How was that quiz time for all of you? I am sure that all of you did excellent and had some very rich discussions. I know that I definitely learned from this first video about the cryptography. I wasn't quite sure what it was, but then I loved the parts of the video where they talked about not only what it is, but who are cryptographers. Who would love to be a cryptographer? I know that I would love to go and be a cryptographer. So great discussion everybody. Let's dive into the next part of our activity.

You're going to go back into or if you already had it, open that video one from Lesson three and teachers you're going to click on that rainy day starter project and open that up for your template. You can have that open and you're gonna build together learning along the way. You're then going to click Next and go to lesson two and watch that video together for step-by-step directions, you're going to do that and you are going to students, you're going to make it rain with your teacher, learning those coding steps along the way, go have some fun.

Now that we watched our video and followed our coding, let's dive in and look at it together. Our template started with a nice backdrop. And it started with two sprites for the rain and the earth. And when you got started, you probably didn't see any code under the rain. But through the video, I coded alongside the video like all of you did, too, with your teachers, and built this code. So let's click the green flag and check out what it does. You can see that my code has the rain falling from the top to the bottom and that nice forever loop that happens whenever the green flag is clicked. Great work, everybody!

Now let's move on to our next lesson. You're going to then go back to CS First, and you're going to click on Lesson three to watch the video together, following the step by step directions, you're going to then code to add lightning to your backdrop with your teacher. So go add some interactive lightning and figure out how that happens by watching this step by step directions.

Now that we've watched our video for lesson three, let's go look at the coding together. Again, we're using our same template, we have our original code right here to make it rain. But now we're going to add that lightning. But as we saw in the video, you're going to add it to your backdrop by clicking on the stage, you can see that I have my new code that has appeared that I built alongside the video, I had it switching the backdrop, repeating that and then added some wait to cause a little bit of delay with the lightning. So let's click the green flag and see what happens now. Oh, there we go. We saw our lightning happening. And we saw it repeating and it looked amazing. Great work, everyone!

Let's move on to lesson four. Again, you're going to go watch the video follow the step by step directions with your teacher, and this time, not only will you have lightning, but you're going to have that random lightning happen, just like we learned earlier in the video from lesson one about the word randomness. Well, now we're going to take that and apply it into our code here, because lightning happens randomly when it's out in nature, so we're going to make that happen in our code as well. Go have some fun with your teacher and learn how to apply randomness into your coding.

Now that we've watched lesson four, let's go through our coding together. So we have now taken our original coding for our backdrop, and it has grow as we all saw when watching the video, we had it. Again, it's switching its backdrop using that forever loop. But this time, instead of waiting a certain amount of time, we used this operator button right here to have it go randomly anywhere from two to six seconds in order to create that randomness. So let's click the green flag and see what happens. There's my rain happening. And hopefully we'll see some lightning in just a moment pop up. Yup - there's our first set of lightning, and then it's going to be random. So anywhere Oh, it happened again. So nice and random sometimes happening together, sometimes farther apart. So make sure that you're adjusting your different times to meet the setting of your story.

Let's move into Lesson five, which is our final lesson, working together before students you go and work all on your own. So let's open up that video watched those step by step directions with your teacher. Because now you're going to create a short story with your interactive setting that you just built together, have fun, get creative.

Now that we've watched lesson five, let's look at our stories. I'm going to show you the quick, short story that I built. I added a character named Bear, and I have him appear in a certain location, gave him a little bit of dialogue movement, and then he disappears. So let's click the green flag and see what happens. There's my bear. Oh no, it's raining, he says, And he runs away. Very quick, nice story built into my interactive setting in the background. So hopefully you had some fun creativity. I am sure that you all added different characters. Maybe instead of running away from the rain and lightning, maybe they danced in the rain and lightning! There are so many fun things to do with this interactive setting. Now students, it's your turn, you're going to go create your own short story with an interactive setting. Have fun, get creative. And just make sure that, if you have any questions, look to your teacher. They will help guide you along the way. Go enjoy!

Great work time everyone. I am sure there was lots of amazing short stories created. Make sure, teachers to give this a pause and have students share with each other, share their stories, click that green flag and see what happens. Let's wrap up today with one final discussion. What was the setting that you chose to code and create, to create that interactive setting? Go ahead and give it a pause now and share together.

Great discussion everybody! Loves sharing with each other, sharing the different stories, the different interactive settings. Maybe instead of rain, you had people outside moving through a forest going from day to night. Lots of amazing work. Awesome! Thank you all so much for participating in our CS

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