Lesson Plan for about 4 Scratch Sessions:

Learning xy coordinates

1. Explain the grid:
   a. Start with a number line (they recognize number lines) and show them that we can turn it vertically and put them on top of each other
   b. Point out the x- and y- axes.
   c. Explain how to locate a point, using the mouse and using the axes; negative means go down or left, positive means go up or right
   d. Demonstrate counting out to find a point (right 1,2,3, up 1,2,3)
   e. Have them try finding a point and tell me how to figure out where I want Scratch to go

XY Coordinate System:
2. Add the grid background
   a. Click on stage
   b. Click on backgrounds
   c. Click on import, next to new background
   d. Find the xy grid, click it and click ok

3. Control Commands
   a. They tell the computer when to do things
   b. The program won't start unless you tell it to

4. The program:
   a. click on kitty, then click on the scripts tab
   b. add the control, when flag clicked
   c. motion: makes sprites move;
   d. kitty needs to start in the same place every time you start your program, so use a motion command to make him go there (use xy skills to find where there is)
   e. kitty can glide from one point to another, make him glide in a rectangle
   f. you should have 4 steps to making the rectangle
   g. make sure they can describe the steps