**Activity**

Basic Block Programming

MODULE 13: Computer Languages, Applications, and Emerging Technologies

This **activity** was written for the Florida Public School System DIGITAL INFORMATION   
TECHNOLOGY (8207310) course. Funded by the Cyber/IT Pathways Program, Cyber   
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# Module 14: Computer Languages, Applications, and Emerging Technologies

## Activity: Basic Block Programming

The student uses Scratch.edu to prepare a basic program using the drag-and-drop method.

## Standards Assessed

* **12.03** Express an understanding of basic terminology used in programming (e.g., algorithm, binary, code, block-based, objects, functions)

## Teacher Notes

The teacher should review the website to become familiar with it. There are different programs to choose from. The teacher should be prepared to demonstrate how a student can create a basic program using Scratch.com. Students can sign up for this free activity to track their progress or use it without signing in.

* Scratch - Imagine, Program, Share (<https://scratch.mit.edu/>)
* Scratch for Educators (<https://scratch.mit.edu/educators>)

## Estimated Student Completion Time

* 45 minutes x 2-3 classes to complete the activity

## Activity Rubric

Consider evaluating the student’s work based on measures of quality. For example, with a maximum of 4 Points Possible, the following could be applied to the activity:

* **1 Point Earned** = ***Needs Improvement*** (the student work did not meet more than 50% of the requirements and did not follow instructions)
* **2 Points Earned** = ***Developing*** (the student met between 50% and 75% of the requirements and generally followed the instructions)
* **3 Points Earned** = ***Sufficient*** (the student met between 75% and 90% of the requirements and clearly followed instructions)
* **4 Points Earned** = ***Above Average*** (the student met > 90% of the requirements and followed all instructions)

# Activity: Basic Block Programming

**Students Instructions**: Create a basic program using Scratch.edu.

1. Go to Scratch.edu (<https://scratch.mit.edu/>).
2. Follow the instructions provided by your teacher to create a basic program.