

JUMP IN!

BLOCK CODING
FOR UNRULY
BEGINNERS



DEAR EDUCATOR

Thank you for bringing Unruliness to your classroom! We have designed this unit to introduce students of all ages to our block coding language. We hope you enjoy these lessons as much as we enjoyed making them!

On the next page of this document are CSTA standards that this pack aligns to.

Please email us at educators@unruly-studios.com with any questions or feedback. We always love hearing from you!

Best,

The Unruly Team

STANDARDS

COMPUTER SCIENCE TEACHERS ASSOCIATION STANDARDS (CSTA) - GRADES K-2

1A-AP-09 Variables	Model the way programs store and manipulate data by using numbers or other symbols to represent information. (P4.4)
1A-AP-10 Control	Develop programs with sequences and simple loops, to express ideas or address a problem. (P5.2)
1A-AP-11 Modularity	Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions. (P3.2)
1A-AP-14 Development	Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops. (P6.2)
1A-AP-15 Development	Using correct terminology, describe steps taken and choices made during the iterative process of program development. (P7.2)

COMPUTER SCIENCE TEACHERS ASSOCIATION STANDARDS (CSTA) - GRADES 3-5

1B-AP-9 Variables	Create programs that use variables to store and modify data. (P5.2)
1B-AP-10 Control	Create programs that include sequences, events, loops, and conditionals. (P5.2)
1B-AP-11 Modularity	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process. (P3.2)
1B-AP-12 Modularity	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.(P5.3)
1B-AP-15 Development	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended. (P.6.1, 6.2)
1B-AP-17 Development	Describe choices made during program development using code comments, presentations, and demonstrations. (P.7.2)

COMPUTER SCIENCE TEACHERS ASSOCIATION STANDARDS (CSTA) - GRADES 6-8

2-AP-11 Variables	Create clearly named variables that represent different data types and perform operations on their values. (P5.1, 5.2)
2-AP-12 Control	Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals. (P5.1, 5.2)
2-AP-14 Modularity	Create procedures with parameters to organize code and make it easier to reuse. (P4.1, 4.3)



ACTIVITY #1

LIGHTS AND SOUNDS

FOCUS BLOCKS

when splat pressed

light splat

play sound

SETUP



ONE SPLAT PER
STUDENT OR PAIR

LEARNING GOALS

Use the **when splat pressed** block

Use the **light splat** block

Use the **play sound** block

VOCABULARY

Event Block - triggers when something happens

Code Block - gives instruction for a Splat to do something

ACTIVITY OUTLINE

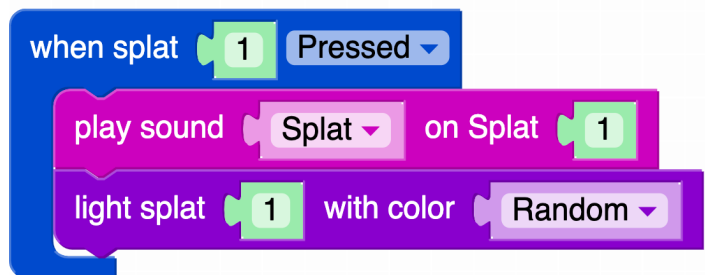
Make a splat light up and make noises when it is hit! Begin with a **when splat pressed** block, and add the **lights** and **sounds** blocks inside.

When ready, hit your Splat to see it react! Use the drop down menu in the **light splat** block to pick different colors.

Use the drop-down menu in the **play sound** block to choose different noises.

Challenge: There is a choice called 'random' for both Lights and Sounds blocks. What does it do?

CODE KEY





ACTIVITY #1

LIGHTS AND SOUNDS

EDUCATOR RESOURCES

NOTES

Students will assemble this simple script and experiment with choosing different sounds and colors.

If students haven't used the Splats App before, demonstrate how to find these blocks in the App how to assemble them into a script.

All the 'Splat Number' variables can be left at the default '1' for this activity.

EXTENSIONS

Extensions: See game "Crack the Code" for some ideas!

Challenge: Can you make a Splat that turns green and sounds like a bell?

SUPPORTS

Students can explore the various light and sound options that can happen on a single Splat press. Let students know what their choices are for lights and sounds beforehand, and have them decide before engaging with Splats. For students who might have trouble reading, this means they'll be able to focus on finding 'chicken' out of the list of choices given rather than sounding out each individual word.



ACTIVITY #2

ONE SPLAT, TWO SPLAT

FOCUS BLOCKS

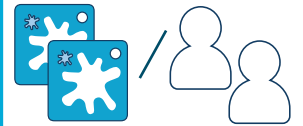
when splat pressed

light splat

all

play sound

SETUP



TWO SPLATS PER GROUP OR PAIR

LEARNING GOALS

- Use the 'Splat Number' variable inside code blocks to control different Splats.

VOCABULARY

Splat Number - the number associated with each connected Splat. This number is also found in blocks, like **sounds** and **lights**.

ACTIVITY OUTLINE

Connect a second Splat to your code from Activity 1.

Depending on what 'Splat Number' you enter into a block, your script can control and communicate with each connected Splat.

Change the 'Splat Number' on the **when splat pressed** block from a 1 to a 2. What happens?

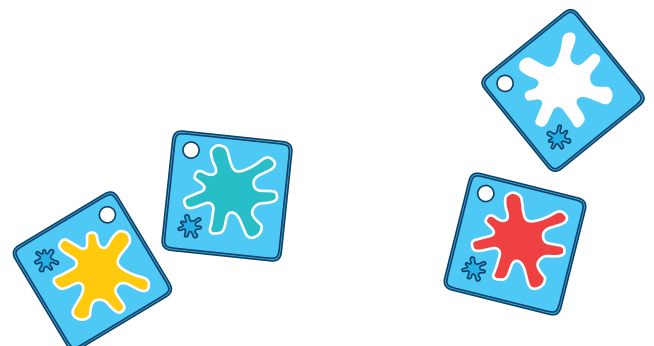
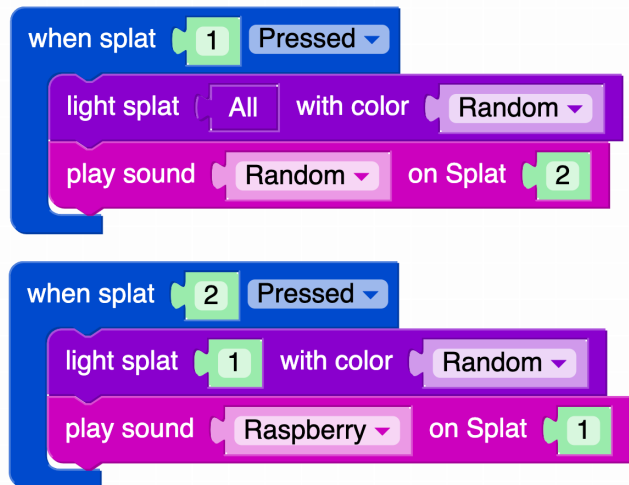
Change the 'Splat Number' on the **lights block** from 1 to 2. What happens?

Change the 'Splat Number' on the Sound block. What happens?

Make two scripts with Lights and Sound blocks – one that begins **when splat (1) pressed** and another that begins **when splat (2) pressed**.

Challenge: There is a block in the lights block menu called **all** that you can use in place of a 'Splat Number.' Can you figure out what it does?

CODE KEY





ACTIVITY #2

ONE SPLAT, TWO SPLAT

EDUCATOR RESOURCES

NOTES

After setup, point out to students that:

- 'Splat 2' is now visible in the editor window
- Each connected Splat has a unique 'Splat Number'
- 'Splat Number' is also referenced in many code blocks by a small green number, which can be edited by clicking and typing.

EXTENSIONS

Troubleshooting:

- Some blocks will be ignored if more than one script begins with **when splat pressed** block.

Extension Game: see Crack the Code.

SUPPORTS

Students who are struggling may want to repeat the 3 'What happens?' questions a few times, switching each 'Splat Number' back and forth, and making observations of the effect on the program.



ACTIVITY #3 - PART 1

KEEPING TRACK

FOCUS BLOCKS

when program starts

random number

light splat

all

SETUP



THREE SPLATS PER GROUP OR PAIR

LEARNING GOALS

- ☐ Use the 'Random Number' block to create a surprise value.

VOCABULARY

Splat Number - the number associated with each connected Splat. This number is also found in blocks, like Sounds and Lights.

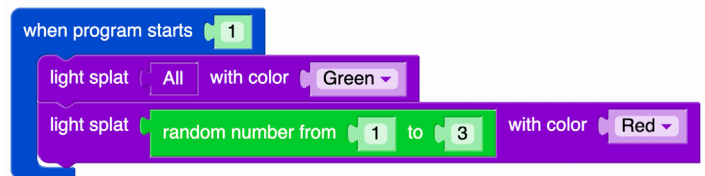
ACTIVITY OUTLINE

Making a random Splat change color

Using the code blocks from Activity 2 and the **when program starts** block, make a script that turns all Splats to the color green. Then add a new **lights block** with a new color, and replace its 'Splat Number' with a **random number** block.

What happens? Why does it work this way?

CODE KEY





ACTIVITY #3 - PART 2

KEEPING TRACK

FOCUS BLOCKS

set variable

variable value

play sound

SETUP



THREE SPLATS PER GROUP OR PAIR

LEARNING GOALS

- ❑ Create and set a variable.
- ❑ Use the **variable block** inside other code blocks.

VOCABULARY

Variable - a number that has a specific name and a changeable value.

ACTIVITY OUTLINE

Which number did the **random block** pick?

Imagine this project as a game where a player must press on the Splat that changed color to make a sound. We know how to create a script that makes a sound when a Splat is pressed, but what value can we put in the 'Splat Number' spot when the Splat that changes color is chosen at random?

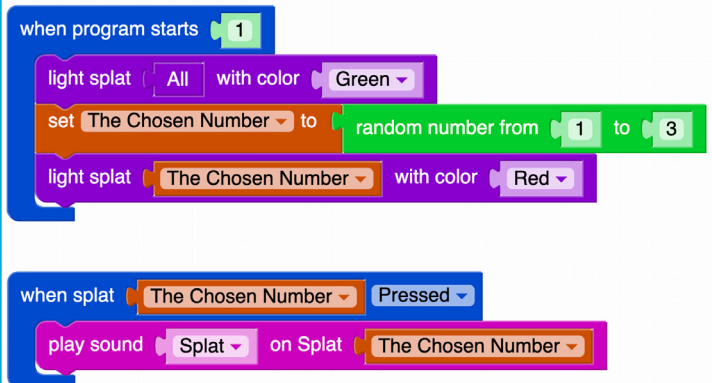
We need to talk about the Splat Number that was picked by the **random number** block, so give it a name (eg 'the chosen Splat number'). If we keep track of this number, we can share that information with other blocks.

Make a new variable and give it the name you chose.

Add a **set variable** block and attach the **random number** block. This number can be used by both the **light splat** blocks, and the **when splat pressed** blocks.

Challenge: Use this new variable in the 'Splat Number' spot in your scripts to make a sound when the randomly lit splat is pressed.

CODE KEY





ACTIVITY #3

KEEPING TRACK

EDUCATOR RESOURCES

NOTES

The steps of this activity can be presented as explorations, demonstrations, or a mix of both. For explorations, each step can be presented as a design challenge, with solutions shared after work time.

In part 1, students use familiar blocks to make the beginnings of a simple game. After they assemble the script, pose the challenge question, “What should happen when the randomly lit Splat is pressed? How can we code a script to do it?”

Introducing variables can be confusing, so help your students by reminding them of the variable’s role in this program. For the program to work, the Lights and Sounds scripts each need to know ‘which Splat Number was randomly chosen’ every time the program is run. Creating a variable is just a way to give that number a name. Encourage students to choose a relevant variable name that includes the word ‘number’ to reinforce that the variable is an integer.

Start Part 2 by demonstrating how to create a variable and point out the difference between the **variable block** and the **set variable to** block.

EXTENSIONS

Troubleshooting: Make sure the random block is picking in range of how many Splats are connected.

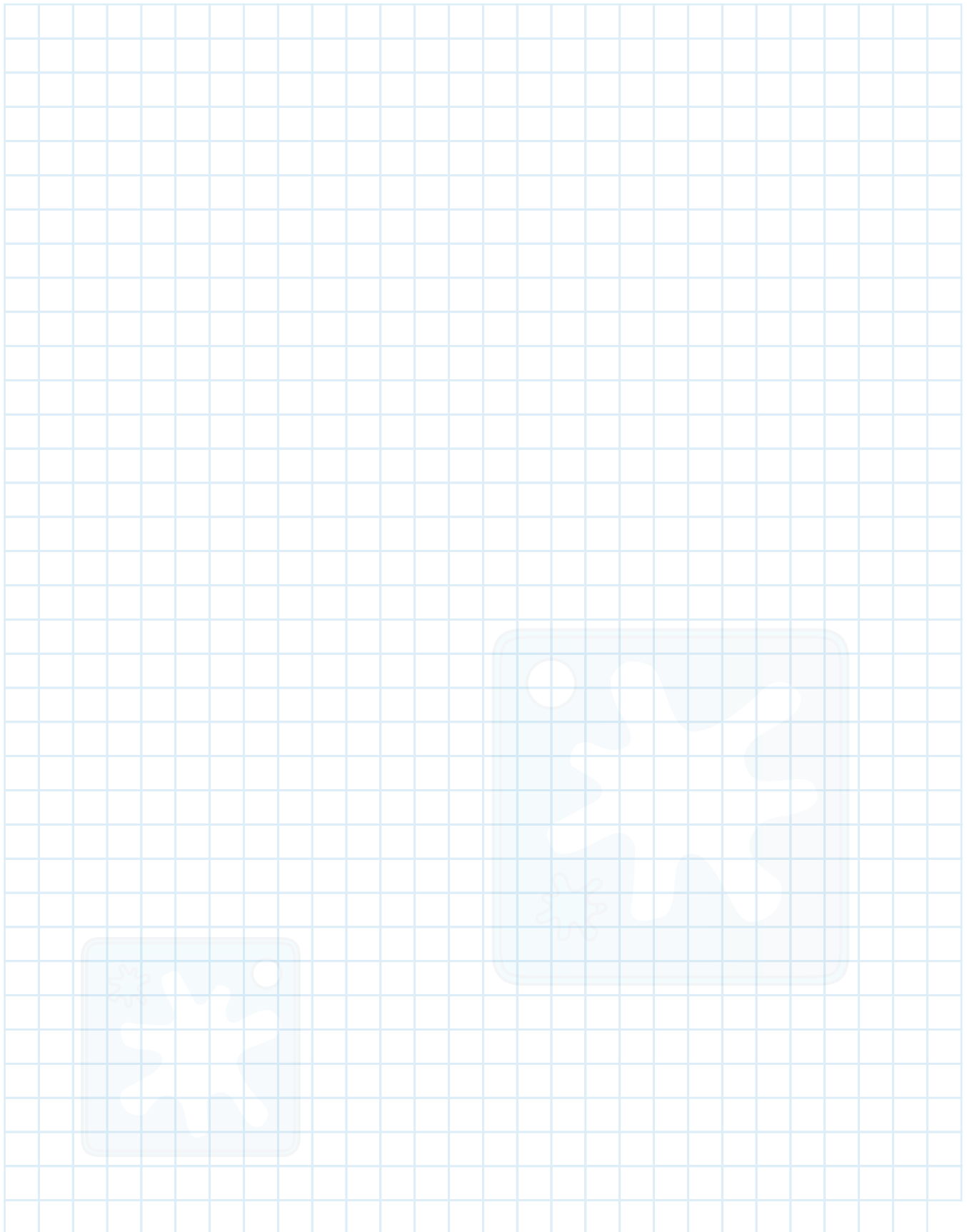
Challenge: What else could happen when the randomly lit Splat is pressed? Can you design a game based on this program?

SUPPORTS

Students may need help finding new blocks in the menu, and understanding the purpose of the variable block.

The **when program starts** block is a new block in this activity and may require brief explanation.

SCRATCH SPACE





ACTIVITY #4 - PART 1

USEFUL FUNCTIONS

FOCUS BLOCKS

set variable

random number

new function

SETUP



THREE SPLATS PER GROUP OR PAIR

LEARNING GOALS

- Identify a sequence of blocks that is repeated in part of a script.

VOCABULARY

Variable - a number that has a specific name and a changeable value.

Function - a specific sequence of blocks that has a name, and can be called in a script.

ACTIVITY OUTLINE

Identifying a Routine

In the **when program starts** part of this code taken from Activity 3, notice how we have to press the RUN button in the Splats App if we want to 'reset' the program from the start and get a new random Splat to change color.

This **when splat pressed** block uses familiar blocks to make the game 'reset' after the player presses the Splat that changed color.

Notice a pattern? The 3 blocks that 'reset' the game are the same 3 that 'start' the game:

- Light all Splats green
- Set new variable to a random number
- Change the color of the Splat matching the new variable

Wherever we see the routine of these 3 steps and their code blocks, we know that the game is being 'reset.' Choose a name for these steps so we can talk about them clearly eg. 'Reset the Splats'.

CODE KEY

```
when program starts 1
  light splat All with color Green
  set The Chosen Number to random number from 1 to 3
  light splat The Chosen Number with color Red
```

```
when splat The Chosen Number Pressed
  play sound Splat on Splat The Chosen Number
  light splat All with color Green
  set The Chosen Number to random number from 1 to 3
  light splat The Chosen Number with color Red
```





ACTIVITY #4 - PART 2

USEFUL FUNCTIONS

FOCUS BLOCKS

new function

call function

SETUP



THREE SPLATS PER GROUP OR PAIR

LEARNING GOALS

- Define a new Function and call it in a script.

VOCABULARY

Function - a specific sequence of blocks that has a name, and can be called in a script.

Calling a Function - using a defined Function in a script to perform an action.

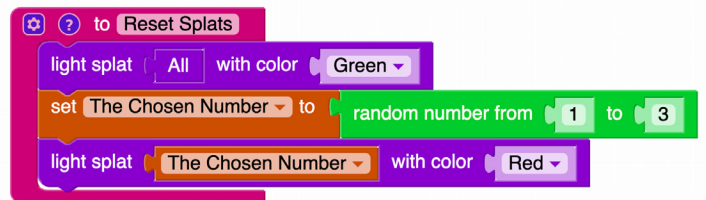
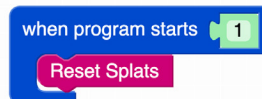
ACTIVITY OUTLINE

Define a Function.

In Activity 3, we created a variable by naming a randomized number so that different parts of the script could share it. We can also name specific sequences of code blocks so they can be shared by multiple scripts. A named sequence of blocks is called a function.

Create a new function by dragging out a **function block** and give it the name you chose in Part 1. Add the 3 blocks of the 'reset' sequence to the **function block**. With your function defined, a new block with your function's name will appear in the functions menu. Use this new block wherever you want a script to 'reset' the game.

CODE KEY





ACTIVITY #4

USEFUL FUNCTIONS

EDUCATOR RESOURCES

NOTES

Similar to variables, introducing functions can be confusing, so help your students by reminding them of the functions role in this program:

- Replacing the repeated sequence of blocks with a function reduces the number of blocks in the script making it easier to read and understand.
- Creating a function for useful procedures like 'resetting the game' makes it easier to use in multiple places within a project.
- It is easier to update one function definition than to update each repeated sequence of blocks individually.

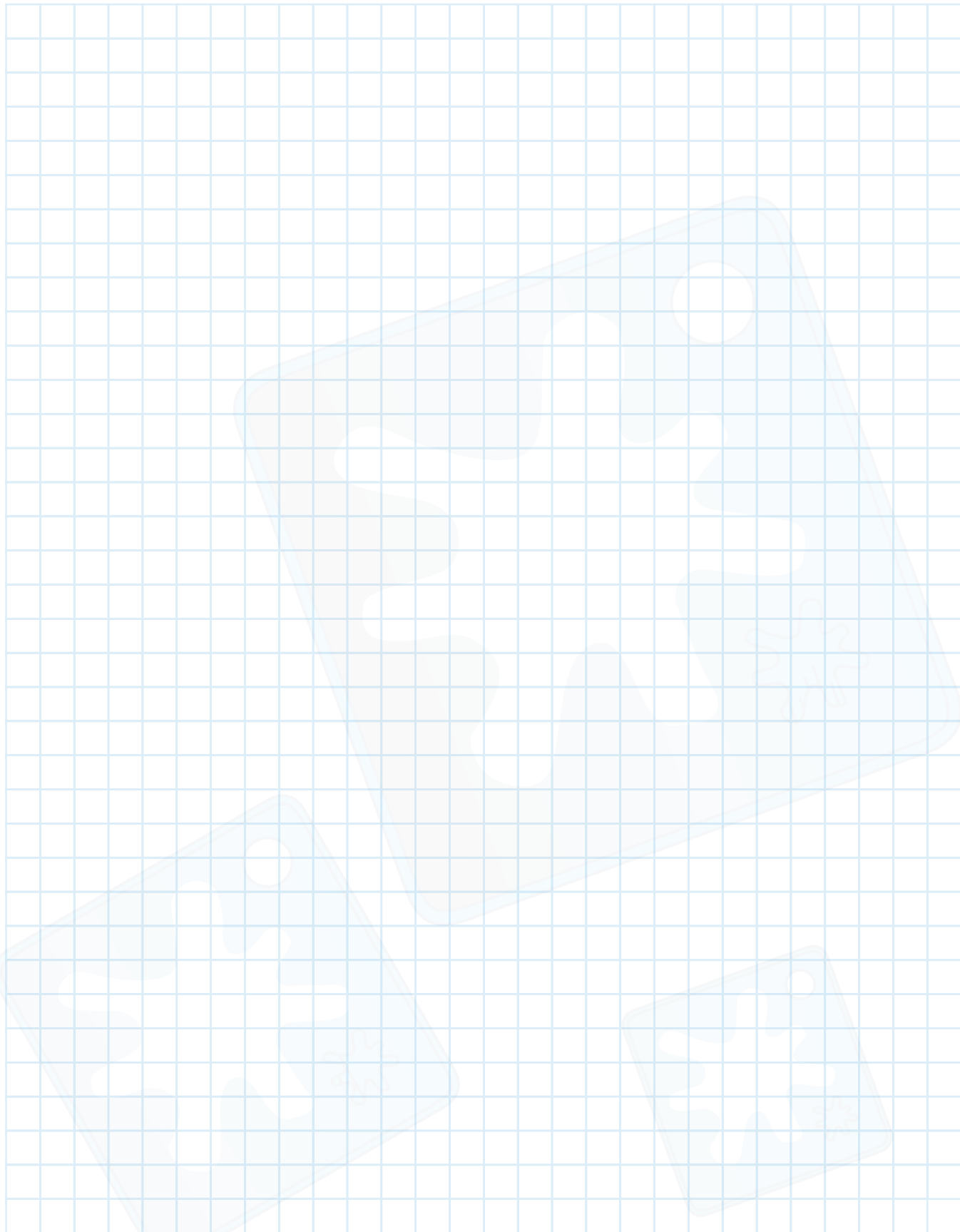
EXTENSIONS

Challenge: What will the Splats do to tell a player they have won? Or lost? Create and name a new function for an important event in the game by combining lights and sounds blocks.

SUPPORTS

Students can get used to the idea of defining and calling functions for the light or sound block scripts they created in Activity 2.

SCRATCH SPACE





ACTIVITY #5 - PART 1

CONDITIONAL STATEMENTS

FOCUS BLOCKS

if do else

math

0

>

SETUP



THREE SPLATS PER GROUP OR PAIR

LEARNING GOALS

- Use conditional statements to create a goal score.

VOCABULARY

Conditional Statement - A block that performs different actions depending on the result of a true-or-false test.

ACTIVITY OUTLINE

Keeping Score

The code from Activity 4 will loop forever, resetting every time a player hits the odd-colored Splat.

To make this a game that the player can win, we have to create:

- A goal
- A way to keep track of the player's progress toward this goal

For this activity, we will add a **variable**, and call it Score, to keep track of how many times the player has hit the Splat. This lets us make the game end when the player has scored 5 points

Add a **set Score to**, and a **0 block** under **when program starts** so that the player will start with 0 points.

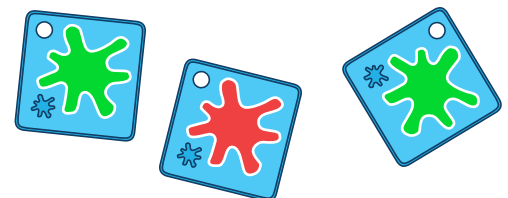
Add a **change score by**, and a **1 block** to the **when splat pressed** to increase the score by 1 each time the odd-colored Splat is pressed.

CODE KEY

```
when program starts
  set Score to 0
  Reset Splats

when splat The Chosen Number Pressed
  change Score by 1
  play sound Splat on Splat The Chosen Number until done
  if Score > 4
    do
      light splat All with color Pink
      play sound Cymbal on Splat 1 until done
    else
      Reset Splats

to Reset Splats
  light splat All with color Green
  delay 1 second(s)
  set The Chosen Number to random number from 1 to 3
  light splat The Chosen Number with color Red
  play sound Pop on Splat The Chosen Number until done
```





ACTIVITY #5 - PART 2

CONDITIONAL STATEMENTS

FOCUS BLOCKS

if do else

math

0

>

SETUP



THREE SPLATS PER GROUP OR PAIR

LEARNING GOALS

- Use conditional statements to create a goal score.

VOCABULARY

Function - a specific sequence of blocks that has a name, and can be called in a script.

Variable - a number that has a specific name and a changeable value.

ACTIVITY OUTLINE

Checking for the Goal

The program is now keeping score, but will still continue looping and resetting forever. We want it to increase the score and reset every time the odd-colored Splat is pressed UNTIL the goal of 5 points is reached.

For this we use a new control block called the **if/do/else** block. This block asks a true-or-false question, and then performs different actions based on the answer. In this program, the question will be 'Has the player reached the goal of 5 points?' If that's true, then the program will not 'reset' the round and the game will end. If that's false, then the program will use the 'reset' function and the game will continue.

Add the **if/do/else** block to the **when splat pressed** script.

Use math and variables blocks to create a true-or-false test that checks whether the score variable is greater than 4. Add these blocks next to the **if** part of the control block.

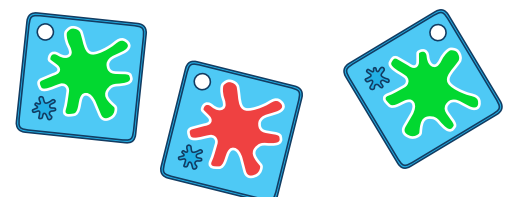
Add some new lights and/or sounds blocks to the **do** part of the Control block that will tell the player they have won. Move the **reset** function block to the **else** part of the control block.

CODE KEY

```
when program starts
  set Score to 0
  Reset Splats

when splat The Chosen Number Pressed
  change Score by 1
  play sound Splat on Splat The Chosen Number until done
  if Score > 4
    do
      light splat All with color Pink
      play sound Cymbal on Splat 1 until done
    else
      Reset Splats

to Reset Splats
  light splat All with color Green
  delay 1 second(s)
  set The Chosen Number to random number from 1 to 3
  light splat The Chosen Number with color Red
  play sound Pop on Splat The Chosen Number until done
```





ACTIVITY #5

CONDITIONAL STATEMENTS

EDUCATOR RESOURCES

NOTES

Begin by explaining the objective of this activity -- add a win condition to the game and stop it from resetting forever. Confirm that students understand why they are creating these new variables and Control blocks.

As this program becomes more complex, the specific order of blocks in the script becomes more important to functioning correctly. Students may need help and extra time for debugging.

EXTENSIONS

Challenge: See Game Design Extension Activities.

Challenge: Using conditional statement blocks, have the odd-colored Splat make different sounds depending on the player's score.

SUPPORTS

If confused with the new material, students may experiment with the conditional statement block in a new project before adding it to the existing program from Activity 4. Here is an image for an example of a simplified conditional statement project!



SCRATCH SPACE

