Club Plans

Art

Club Plans offer step-by-step instructions for Gurus and Hosts, including optional scripts.

Please note:
On their first day, club members must visit cs-first.com/go, click "Enter Club Code" and follow the directions to be assigned to your theme and club. New club members will receive a username and password. Returning club members may reuse their username and password. Each theme and club have a different club code. Your club codes can be found at www.cs-first.com/dashboard.

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Activity 1: Introduction and Discovery

Overview
The first activity of the club is structured in a way that allows club members to: establish a club culture, understand the scope of the club, learn CS First procedures, and begin to explore the Scratch programming interface. After the host introduces club expectations, members will have a chance to explore Scratch and create their first project.

Volunteer Focus
- Create a welcoming and inclusive environment for all members.
- Build a positive relationship with members (talk with all members).
- Ensure that members have a positive first experience with Scratch.

Topics Introduced
- CS First club culture and procedures
- Navigating to, signing in, and creating with Scratch

Topics Reinforced
- Persistence
- Working together

Agenda Summary

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Preparation

Important: In order for the members of your club to sign in to www.cs-first.com/go, they'll need your unique club code. Your unique club code can be found by signing in and visiting www.cs-first.com/dashboard.

☐ Turn on all computers.
☐ Place passports on a table near the doorway.
☐ Visibly hang G+ poster.
☐ Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note [optional]
☐ Display the agenda timer on a classroom projector- the agenda timer is a tool to help maintain consistent timing to ensure that all agenda items are completed each club. The timer will play a sound after advancing to each item. If a projector is not available, place the agenda timer on the most visible computer in the room.
☐ To ensure an inclusive and welcoming club environment, limit available computers to enrollment plus three additional computers (so the last member to enter the room still has a seat choice). For example, if there are 20 members enrolled, limit seating to 23 computers grouped near each other. [Optional] To denote availability, post stickies on the monitors of available computers and turn over the keyboards on unavailable ones. You will still need to remind members when they enter where they can and cannot sit.
☐ Prepare to fill out roster- While members are working, one Guru will need to walk around the club and record usernames and passwords.

Agenda

Welcome to CS First! (3 minutes)

1. Host and Gurus greet members at the door as they arrive.
   - Hello and welcome to CS First!
2. Ask members to pick up a passport and sit at an available computer.
   - Everyone please pick up your passports and go to a computer that has a sticky note on the monitor. Please do not sit at a computer with a turned over keyboard.
3. Once all members are seated, semi-privately ask members who are sitting alone to move to a computer near other members.
   - Hi [name]. Today you’re going to need to sit near others to work on this project. Would you mind moving to a seat where you’ll be able to interact with other club members?
4. Host should stand at the front of the room and raise a hand (the CS First silent signal) to get member attention. Wait until you have all members' attention before proceeding. If you don't have the full attention of all members after 7 seconds, repeat the request. Finally, make an indirect request to the remaining members.
   - [Hand raised] Everyone please turn off your monitors and direct your attention up here. [if needed after 7 seconds] I need everyone’s monitors off and attention up here before we can start. [if needed after an additional 5 seconds] I’m still waiting on 2 members before we can begin... okay great!
Introduction to Gurus, Agenda, and Passports (6 minutes)

1. Host introduces himself or herself.
   
   SAMPLE: Welcome to CS First! I am Mr. Smith and I am the host for this Google CS First club. I teach eighth grade math, and in my free time I like to read. I'll be leading today's activity, and your two CS First Gurus, who will introduce themselves now, will lead it for the rest of the activities.

2. Gurus introduce themselves.
   
   SAMPLE: Hello everyone! My name is Ms. Sarah, and I'm going to be one of your Gurus for this club. I am a student at Example College. In my free time, I like taking photographs and playing guitar. I am really excited to be working with all of you and learning about computer science!

3. Host describes the agenda.
   
   Take a look at the agenda to see what you'll be doing during this activity. We already welcomed you and introduced ourselves. Next, we'll go over your passports. Then, you'll learn how to use the CS First website. After signing in, you'll take a short survey, then you'll start programming in Scratch. Finally, you'll have a chance to reflect on what you learned during this activity. Are there any questions about what you'll be doing during this activity? [Pause for questions]

4. Ensure that all club members have a CS First Passport
   
   When you entered, you should have grabbed a CS First passport. If you don't have one, please raise your hand and I'll bring one to you. [wait]

5. Ask club members to not write in the passport until after the introduction.
   
   While I go over what's inside this passport, follow along with your own passport. Please do not write anything inside until I ask you to do so.

6. Introduce sign-in information.
   
   Open to the first page. Here you'll see a place for your username and password. When you log in to your computer, you'll go to www.cs-first.com/go to receive this information. It will be very important that you write your sign in information here. During that time, you'll also have a chance to fill out the 'About Me' section on the same page.

7. Introduce the club activity pages.
   
   There is a page for each club activity. These pages include a description of the project that you'll build, as well as a place for a badge, which you can earn for coding that activity. [Mention schedule-- e.g. You'll complete a new activity each day that you're in this club.]

8. Introduce shout-outs [optional].

   If you flip towards the back, you'll find a section to hold shout-outs. Shout-outs are positive words of encouragement written to you on a sticky note. After they've gone on the G+ board, they can be stored in your passport here.

9. Ask club members to write their names on their passports.

   Finally, these passports can also serve as name tents [hold the passport up to show proper name orientation]. Please write your name largely on the passport now.

10. Ask for questions.

    Are there any questions about your passports before we move on?
Log In to Computers and Get CS-First Sign In Information (8 minutes)

   In this club, we’ll use videos on cs-first.com to provide guidance and instruction for the projects (or programs) you create.

2. Introduce how to sign in. [Note to host: Each theme you host will have a different club code. Returning club members should still enter the latest club code, found on your dashboard, in order to reuse their username and password.]
   To start today, you'll go to www.cs-first.com/go to receive a username and password. Once there, click the "enter club code" button. Enter the code for our club. [Note to host: This is found on your agenda timer or dashboard.]

3. Tell club members to write down their username and password. Then, sign in and begin watching the first video.
   Once you have a username and password, write them down! You can then sign in and watch the first activity video. Follow the instructions in the videos for today's activity.

4. Re-iterate instructions.
   Someone please raise your hand, and remind me what you need to do once you turn on your monitor. [1. go to www.cs-first.com/go 2. Click "Enter Club Code." 3. Follow instructions to get a username and password. 4. Write down information. 5. Sign in and begin watching the videos.] Please remember that the instructions are shown on the agenda timer.

5. Host explains how to use sticky notes to ask questions [optional].
   If you have a question while signing in or at any time during this club, you can place this sticky note on your monitor [demonstrate]. This lets the Gurus and me know that you have a question. So, before we start, please take down your sticky note and only place it back on your monitor if you have a question. [Wait until all stickies have been taken down]

6. Ask club members to begin.
   Are there any questions before we begin? [wait] Wonderful. You may begin.

7. Gurus and Host walk around the room to ensure that members are writing down their sign in information.

8. Once club members have their sign in information, remind them to sign in, and move on to watch the first video. If club members aren't redirected to the first video, ask them to click create and the club theme.
   Now that you have your sign in information, sign in and watch the first video.

Watch Video 1 and Complete the Survey (10 minutes)

- After members have signed in to cs-first.com, they should begin watching the first video for the activity. This video introduces a brief survey. Once members have finished the survey, they should switch back to cs-first.com and move on to the next video.
- During this time, it's important for the Gurus to continue circulating around the room. In the first activity, many members may have difficulty pacing themselves and progressing through the club agenda. As a top priority, ensure that members are progressing through the steps and feel comfortable with the pace of the material.
- If a member appears frustrated by the survey, remind him or her to try their best and that there are no right or wrong answers. It is more important for members to feel comfortable and welcome than to completely fill out the survey.

   How are you doing? [wait for response] Don't worry about getting all the answers right. It's the first activity! Make your best guess and move on so you can get to the more exciting part--creating!
- If club members have questions about content on the survey, instruct them to make their best guess and let them know that it's okay to not know an answer.

  Make your best guess and move on. A lot of the questions on this survey are things that you'll learn about in this club, so don't worry if you don't know them now.

Watch Video 2 and Create (5 minutes)

- If members haven't finished the survey, Gurus should encourage them to finish up and move on to the next video.

  [to the whole club] If you are still working on the survey, please take a minute to finish it, then move on to the next video. If you have a question, put your sticky note on your monitor to get the attention of a CS First Guru.

- Members are only asked to open a new Scratch project and sign in after they watch the second video. As Gurus circulate around the room, they should check that members have signed in to Scratch (their username should appear in the top right corner of the project editor) and that they are moving on to the third video.

  Club members should be using the tabs on their internet browser to switch between Scratch and CS First websites. If you notice club members struggling to do this, it may help to pause the group, and introduce switching between tabs to the whole club.

  While club members are on the CS First website, ensure that they are viewing the proper club theme (e.g. Games, Music, etc.).

Watch Video 3 and Create (14 minutes)

- After watching this video, members will have a chance to explore Scratch.

- One Guru should walk around the room and fill out member names on the club roster (given to you by CS First). Members should have their passports out, which will have CS First IDs and names on them. If they don't, please ask them to take them out. If you notice club members haven't written their names on their passports, instruct them to do so now.

  Hi. I'm filling out a roster so that we know everyone who is in the club. May I see your passport? Thank you [name]

- During this time, it's important that the Gurus circulate around the room and attempt to talk with each member individually. The first activity is a great opportunity to begin building relationships with members. Talk with members about what they're working on and support them if they have questions.

  Sample Language: Can you tell me about what you've built? This looks cool; can you explain to me what it does? How are you doing?

- Members should post sticky notes when they have questions. Scan the room often to look for posted stickies, and offer help when you see one. If members raise their hands when they have a question, politely remind them to use a sticky next time.

  Remember to post your sticky when you have a question so you don't have to raise your hand.

- Look for club members who are designing (adding sprites, backdrops, etc.), and encourage them to experiment with code.

  I see that you've spent a lot of designing this project. Do you have any plans for how you want to code it? Why don't you try experimenting with different blocks to see what you can make it do?

Start Wrap-Up - Share Projects in Scratch (1 minutes)

1. Ask the club to begin the wrap-up procedures by clicking the wrap-up button (next to the number buttons below videos)
in CS First and sharing their projects in Scratch.

1. Get everyone’s attention using the silent signal.

   [Hand raised] Can I have everyone’s attention up here, please?

2. Transition club members back to their computers to reflect on what they learned during this activity.

   Thank you all for showing your wonderful projects. It’s time to wrap up what you learned during this activity with the CS First club reflection and wrap-up video. Go back to the CS First site now to complete the reflection and watch the wrap-up video.

3. As club members transition back to computers, ensure that they are able to locate and complete the reflection.

4. During the next portion of the club (watch wrap-up video), you’ll need to award participation badges (stickers). It may be helpful to locate them now.

Watch Wrap-Up Video (4 minutes)

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]

1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.

   Please take 30 seconds to finish the club reflection and move on to the Wrap-Up video.
2. Circulate around the club and pass out participation badges. These badges can be placed in club members' passports.
3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

You have thirty seconds remaining until we move on.

Club Discussion (4 minutes)

1. Briefly review and highlight some G+ posts that club members made.
   Let's look at some of the G+ shout-outs that club members received for their work during this activity. [Read a few G+ shout-outs aloud].

2. Whole-club discussion
   Finally, let's discuss what you learned during this activity. [Read "discussion questions" from below].

3. Preview next club
   Next club is on [day of next club (e.g. Monday)], and you will build [description of project].

4. Host facilitates dismissal by asking club members to wrap headphones and shut down computers [either ask club members to leave headphones at their seat, or drop them off while exiting].
   At the end of each club session, you'll be asked to wrap your headphones. To do this, hold the headphones flat and wrap the cord around the ear pieces [demonstrate]. Everyone, please try this now. [wait]. Once your headphones are wrapped, please place them at your seat. Once I see that all of your headphones are wrapped, we will all leave together. I look forward to working with you all again during the next club!

Discussion questions:
- What was your favorite part of this activity?
- What did you program your sprite to say?
- What blocks did you use during this activity, and what did they do?

Next club: Animation

After members have exited the room:
- Collect all passports, headphones and unused stickies.
- Take down shout-outs from the G+ page and place them into their recipients' passports.
- Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.
Activity 2: **Animation**

**Overview**

In this activity, club members create an animation composed of multiple frames. To do this, club members use forever loops and multiple costumes. By the end of the club, members will understand and be able to explain how stop-motion animations are created using repetition.

**Volunteer Focus**

- Encourage club members to talk with and help their clubmates.
- Develop and maintain a club routine by closely following the club agenda.
- Encourage members to work through difficult problems and to explore new solutions.

**Topics Introduced**

- Iteration ("forever" block)
- "Wait" block
- "Next costume" block

**Topics Reinforced**

- Sequencing

**Agenda Summary**

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Preparation

- Turn on all computers.
- Place member passports on a table.
- Visibly hang G+ community poster.
- Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note [optional]
- On a classroom projector, display the following in multiple tabs:
  - Club agenda timer
  - Showcase selector- Click the link at the top of this page to open the showcase selector in a new tab.

Agenda

Introduction (5 minutes)

1. Greet members at the door as they arrive.
   - Hi [name]. Welcome back!

2. Ask members to pick up their passports, then sit at an empty computer and log in.

   - Everyone please pick up your passports and go to a computer. Sign in to CS First and Scratch. Once you have logged in, please turn off your monitors.

3. Once all members are seated and logging in to their computers, privately ask members who are sitting alone to move to a computer near other members.

   - Hi [name]. Today you’re going to need to be sitting near others to work on this project. Would you mind moving to a seat where you’ll be able to interact with other club members?

4. Use the silent signal to get member attention.

   - [Silent signal] I need everyone’s attention up here please.

5. Have all members turn monitors off and remove headphones before starting. It is VERY important that you enforce this rule or members will use the computers instead of interacting.

   - Everyone please turn off your monitors so we can begin the introduction [wait for all members to turn off monitors].

6. Once you have all members’ attention and all monitors are off:

   Hello everyone! Just a reminder, my name is [Ms/Mr First Name].

7. Recap and review the last club activity (Introduction and Discovery).

   - Will someone please raise their hand and remind me what we did in our last club activity?” Possible response: “Last club activity we signed into Scratch and made the Mona Lisa do funny things.”

8. Introduce the activity’s CS concept: loops.

   - Hello everyone! In this activity you will create your own animation. The project will introduce an important computer science concept called loops. Loops are a way to make part of a computer program repeat over and over.

9. Introduce showcase selector.
Also, at the end of this activity, and for each activity after that, we will select 2 projects to showcase on the projector at the beginning of the following club. So, the project you create for this activity could be showcased to everyone next club! Are there any questions about the showcase selection? [wait for questions]

**Transition to Computer Time (3 minutes)**

1. Introduce computer time.
   
   [show agenda] Now, we're going to move into the computer time.

2. [Optional] Remind members to use a sticky note if they have a question.
   
   If you have a question during this time, ask your neighbors for help. If they can't help you, put a sticky note on your monitor and I will come help you.

3. Remind members that at the end of this activity you will pick a few projects to share next club.
   
   Remember that at the end of this activity we will pick a few people's projects to show at the beginning of next club.

4. Have members turn on monitors and navigate to CS First website.
   
   Please turn on your monitors, go to the CS First website, and start watching the first video.

5. If there are new club members, ask them to go to cs-first.com/go and enter your club code in order to associate a username and password with your club. Club codes can be found on your dashboard.
   
   If today is your first time in this club, please begin by going to cs-first.com/go and entering our club code: [say your club code].

**Watch Video 1 and Create (7 minutes)**

Immediately after asking members to begin watching the first video:

- Answer any questions promptly (questions may keep members from beginning work). If members have questions about logging into a computer, please ask the club host for assistance.
- Go to a place in the room where you can view all of the monitors. Ensure that all members have begun to watch the first video. Look for members who are either not on the CS First site, or who are viewing the wrong video. Politely and privately redirect these members to the correct video.

For members who have not watched video 1:

- Were you able to find and watch the first video? (If no). The first video explains how to complete the first steps of this project. [Guide member to the actual video and wait with them until it is playing].

For members who have completed step one but are still in Scratch:

- Great, I see that you've finished step one. The second video will explain what to do next. To get there... [Guide member back to cs-first.com and to the second video].

**Watch Video 2 and Create (14 minutes)**

- Circulate around the club and discuss with club members the starter project that they've selected. Encourage those who are slow to start by showing an interest in their projects and ideas.
  Look for club members who are designing (adding sprites, backdrops, etc.), and encourage them to experiment with code.

  I see that you've spent a lot of designing this project. Do you have any plans for how you want to code it? Why don't you try experimenting with different blocks to see what you can make it do?
Watch Video 3 and Create (16 minutes)

- Encourage club members to make multiple frames.
- Watch for club members who are spending too much time in the Paint Editor of Scratch. Encourage them to use the Paint Editor to create new costumes, then to try out those costumes with block code.
- Visit club members whom you haven't spoken to during this class.

Choose Add-Ons and Create (0 minutes)

During this time, members will have the opportunity to customize their projects by trying some of the add-ons. Add-ons are intended to allow members to explore the programming concepts and features that interest them, while still providing the guidance and instruction through a video.

1. Walk around and encourage members to try the add-ons that interest them.

   It looks like you've finished the core videos. That's great! You can move to the next page to learn about different ways to customize your project.

2. Help members navigate the add-ons menu.

   "When you click "Watch", the add-on will open. If you want to go back to the add-on selection screen, just click on the X at the top of the video."

3. If you notice that members have not saved or shared their projects (projects that have been shared will have a "See project page" button in the top right corner of the project editor), encourage them to save their work and share their project before they continue to customize it.

   I see that you're working on the add-ons now. Be sure to save your project, and click "Share" if you want your project to be available to the Scratch community.

Start Wrap-Up, Share Projects in Scratch (1 minutes)

1. Ask the club to begin the wrap-up procedures by clicking the wrap-up button (next to the number buttons below videos) in CS First and sharing their projects in Scratch.

   [Silent signal] It's time to wrap up your projects. Click the wrap-up button, which can be found next to the number buttons below each video, and begin to follow the wrap-up procedures. Your first step will be to share your project on Scratch. Remember to name your project, and, if you'd like, write a description that explains how to use it. In one minute, you'll show your project to your neighbor.

2. Walk around and encourage club members who haven’t shared their projects (the share button will still be visible in the top-right corner of the screen) to do so. If club members don’t wish to share, that’s okay.

Show Projects (3 minutes)

1. Get everyone’s attention using the silent signal.

   [Hand raised] Can I have everyone’s attention up here, please?

2. Introduce showing time.

   You’re going to spend the next two minutes showing your projects to your neighbor or neighbors. Turn to someone near you, and show them your project. You can explain what your project does and what, if anything, you plan to add to it. When someone shows you their project, be positive, and discuss the things you like about it.
3. Prompt club members to begin showing projects.

When showing time is complete, I'll give the silent signal again to get your attention. You have two minutes. You may begin showing.

4. After you tell club members to begin showing, walk around the club and ensure that everyone is showing their project to someone. If you see club members who are still working or who don’t have a partner, encourage them to join another pair and show their work. If club members do not want to show their project that’s okay. However, they should still take part in this social aspect of the club by looking at fellow club members’ projects.

CS First Reflection (2 minutes)

1. Get everyone’s attention using the silent signal.

[Hand raised] Can I have everyone’s attention up here, please?

2. Transition club members back to their computers to reflect on what they learned during this activity.

Thank you all for showing your wonderful projects. It’s time to wrap up what you learned during this activity with the CS First club reflection and wrap-up video. Go back to the CS First site now to complete the reflection and watch the wrap-up video.

3. As club members transition back to computers, ensure that they are able to locate and complete the reflection.

4. During the next portion of the club (watch wrap-up video), you’ll need to award participation badges (stickers). It may be helpful to locate them now.

Watch Wrap-Up Video (4 minutes)

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]

1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.

Please take 30 seconds to finish the club reflection and move on to the Wrap-Up video.

2. Circulate around the club and pass out participation badges. These badges can be placed in club members’ passports.

3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

You have thirty seconds remaining until we move on.

Select Showcases (1 minutes)

1. Display showcase selector on board (follow the link at the top of this club plan).

2. Get everyone’s attention using the silent signal and request that club members turn off their monitors. Ensure that all monitors are turned off before beginning (club members won’t need to use their computers again during this club).

[Hand raised] Everyone please turn your monitors off and direct your attention up here.

3. Explain showcase selector.

This is the showcase selector. At the end of each activity, we’ll pick two projects to showcase at the beginning of next club. If your project is selected, we’ll display it up here on the projector next club and everyone will get a chance to enjoy it!

4. Run the showcase selector.

Let’s get excited! Let’s press the "Choose a Showcase!" button and see who gets selected! And we have…
5. Using the club roster, find and say the names of the club members selected.

   Wonderful! CSF### is... [name]! I’m really looking forward to seeing [member names] projects next club.

6. Remind members to share their project.

   If you were one of the members selected, make sure that we'll be able to see your project by clicking the share button at the top of the project editor. If you didn't do that for this project, make sure you do it first thing at the start of next club.

7. Tell members what to do if they don't want their project shown.

   If you were selected, but you don't want your project shown next club, please see me after this club or before the beginning of next club.

**Club Discussion (4 minutes)**

1. Briefly review and highlight some G+ posts that club members made.

   Let’s look at some of the G+ shout-outs that club members received for their work during this activity. [Read a few G+ shout-outs aloud].

2. Whole-club discussion

   Finally, let’s discuss what you learned during this activity. [Read "discussion questions" from below].

3. Preview next club.

   Next club is on [day of next club (e.g. Monday)], and you will build [description of project].

4. Host facilitates dismissal by asking club members to wrap headphones and shut down computers [either ask club members to leave headphones at their seat, or drop them off while exiting].

   At the end of each club session, you'll be asked to wrap your headphones. To do this, hold the headphones flat and wrap the cord around the ear pieces [demonstrate]. Everyone, please try this now. [wait]. Once your headphones are wrapped, please place them at your seat. Once I see that all of your headphones are wrapped, we will all leave together. I look forward to working with you all again during the next club!

**Discussion questions:**

- What was your favorite part of this activity?
- How are loops used in computer science? [Make something happen over and over again]
- How did you use loops in this activity?

**Next club: Interactive Art**

After members have exited the room:

- Collect all passports, headphones and unused stickies.
- Take down shout-outs from the G+ page and place them into their recipients' passports.
- Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.
Activity 3: Interactive Art

Overview
In this activity, club members build an interactive project that makes famous paintings talk when clicked.

Volunteer Focus
- Keep club members on track with agenda.
- Encourage club members to work through difficult problems.
- Encourage persistence and hard work, rather than speed of completion.

Agenda Summary

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<tr>
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Topics Introduced
- Events

Topics Reinforced
- Sequencing
- Iteration
- Persistence
Preparation

- Turn on all computers.
- Place member passports on a table.
- Visibly hang G+ community poster.
- Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note [optional]
- On a classroom projector, display the following in multiple tabs:
  - Club agenda timer
  - Showcase selector- Click the link at the top of this page to open the showcase selector in a new tab.
  - Projects to showcase- Using the table at the bottom of the showcase selector, open the appropriate club member project pages and find the correct project. If you cannot find the project, ask the member to check if they shared the project (they can see this by signing in and clicking "My Stuff").

Agenda

Introduction (5 minutes)

1. Greet members at the door as they arrive.
   - Hi [name]. Welcome back!

2. Ask members to pick up their passports, then sit at an empty computer and log in.
   - Everyone please pick up your passports and go to a computer. Sign in to CS First and Scratch. Once you have logged in, please turn off your monitors.

3. Once all members are seated and logging in to their computers, privately ask members who are sitting alone to move to a computer near other members.
   - Hi [name]. Today you’re going to need to be sitting near others to work on this project. Would you mind moving to a seat where you’ll be able to interact with other club members?

4. Use the silent signal to get member attention.
   - [Silent signal] I need everyone’s attention up here please.

5. Have all members turn monitors off and remove headphones before starting. It is VERY important that you enforce this rule or members will use the computers instead of interacting.
   - Everyone please turn off your monitors so we can begin the introduction [wait for all members to turn off monitors].

6. Recap and review the last club activity (Animation).
   - Will someone please raise their hand and remind me what we did in our last club session?” Possible response: “Last club session we signed into Scratch and made an animation. My animation was a penguin!”

7. Introduce the activity’s CS concept: loops.
   - In this activity you will create your own animation. The project will introduce an important computer science concept called events. Events are blocks that tell the computer when to start running a block stack. They can be started with mouse clicks or pressing keys on the keyboard.
View Showcase Projects (3 minutes)

[For instructions on finding and selecting showcases, see the "Preparation" section of this club plan. Remember that club members can opt out of having their projects shown. If none of the selected club members want to showcase their projects, you may ask for two volunteers to show their projects.]

1. Transition to showcase.

   [Pointing at agenda] Before we begin programming this activity, let's view the member showcases selected at the end of last club. We will play each project, look at the code, and then applaud how awesome the project is. Let's look at the first member project!

2. Run first project and discuss.

   Someone please raise your hand and tell me what types of blocks you think might be used in this project?

3. Look at code by clicking the "See Inside" button.

   Let's take a look at the code used in this project. [Show code and mention a few of the blocks used in the project.]

4. Cheer and clap.

   Wow! Amazing! That was a great project! Let's give them a great big round of applause!

5. Repeat steps for any additional projects.

Transition to Computer Time (2 minutes)

1. Introduce computer time.

   [show agenda] Now, we're going to move into the computer time.

2. [Optional] Remind members to use a sticky note if they have a question.

   If you have a question during this time, ask your neighbors for help. If they can’t help you, put a sticky note on your monitor and I will come help you.

3. Remind members that at the end of this activity you will pick a few projects to share next club.

   Remember that at the end of this activity we will pick a few people's projects to show at the beginning of next club.

4. Have members turn on monitors and navigate to CS First website.

   Please turn on your monitors, go to the CS First website, and start watching the first video.

5. If there are new club members, ask them to go to cs-first.com/go and enter your club code in order to associate a username and password with your club. Club codes can be found on your dashboard.

   If today is your first time in this club, please begin by going to cs-first.com/go and entering our club code: [say your club code].

Watch Video 1 and Create (5 minutes)

Immediately after asking members to begin watching the first video:

- Answer any questions promptly (questions may keep members from beginning work). If members have questions about logging into a computer, please ask the club host for assistance.
- Go to a place in the room where you can view all of the monitors. Ensure that all members have begun to watch the first video. Look for members who are either not on the CS First site, or who are viewing the wrong video. Politely and
privately redirect these members to the correct video.

For members who have not watched video 1:

- Were you able to find and watch the first video? (If no). The first video explains how to complete the first steps of this project. [Guide member to the actual video and wait with them until it is playing].

For members who have completed step one but are still in Scratch:

- Great, I see that you've finished step one. The second video will explain what to do next. To get there... [Guide member back to cs-first.com and to the second video].

Check to ensure that members have signed in to Scratch by looking at the top right corner of their Scratch project editor. If you see their username, they are signed in. If you see a "Sign In" link, that member still needs to sign in. Members who haven’t signed in, will not be able to save their work.

I see that you haven't signed in. Please click sign in and enter your sign in information from your club pass so that you can be sure that this project saves.

### Watch Video 2 and Create (15 minutes)

Interact with all members in the club. Your attention demonstrates you care. Try to interact with every member personally at least once per club session.

Hi [name], how's it going? Can you show me what you've made so far? How did you make your project do that? That looks really good! Keep working hard on your project.

Club members may be confused about which loop to use. Show them that a forever loop never stops, but a repeat loop stops after it runs a specific number of times. Make sure club members have two separate stacks of blocks - one with repeat, change costume, and wait, and the other with a "say" block.

### Watch Video 3 and Create (15 minutes)

Remind club often about timings from the Club Agenda.

Everyone, remember to look up at the Club Agenda while you are working on this activity. Right now, you should be on Video [X]. Make sure you work hard to keep up with the agenda so you can finish your project. Don’t get too caught up in any one step about designing your project, sprites, or backdrops.

If club members don’t have questions, it is still important to walk around the classroom and interact with everyone. The self-paced nature of CS First clubs ensures that you have time to work individually with club members even when questions aren’t being asked. Consider asking club members: “Can you tell me about what you’re working on?”; “How are you doing?”; “Wow that's interesting! How’d you make it do that?”; “What’s your favorite part of your program/game/project so far?”

### Choose Add-Ons and Create (0 minutes)

During this time, members will have the opportunity to customize their projects by trying some of the add-ons. Add-ons are intended to allow members to explore the programming concepts and features that interest them, while still providing the guidance and instruction through a video.

1. Walk around and encourage members to try the add-ons that interest them.

   It looks like you've finished the core videos. That's great! You can move to the next page to learn about different ways to customize your project.

2. Help members navigate the add-ons menu.
When you click "Watch", the add-on will open. If you want to go back to the add-on selection screen, just click on the X at the top of the video.

3. If you notice that members have not saved or shared their projects (projects that have been shared will have a “See project page” button in the top right corner of the project editor), encourage them to save their work and share their project before they continue to customize it.

Start Wrap-Up, Share Projects in Scratch (1 minutes)

1. Ask the club to begin the wrap-up procedures by clicking the wrap-up button (next to the number buttons below videos) in CS First and sharing their projects in Scratch.

   [Silent signal] It’s time to wrap up your projects. Click the wrap-up button, which can be found next to the number buttons below each video, and begin to follow the wrap-up procedures. Your first step will be to share your project on Scratch. Remember to name your project, and, if you’d like, write a description that explains how to use it. In one minute, you’ll show your project to your neighbor.

2. Walk around and encourage club members who haven’t shared their projects (the share button will still be visible in the top-right corner of the screen) to do so. If club members don’t wish to share, that’s okay.

Show Projects (3 minutes)

1. Get everyone’s attention using the silent signal.

   [Hand raised] Can I have everyone’s attention up here, please?

2. Introduce showing time.

   You’re going to spend the next two minutes showing your projects to your neighbor or neighbors. Turn to someone near you, and show them your project. You can explain what your project does and what, if anything, you plan to add to it. When someone shows you their project, be positive, and discuss the things you like about it.

3. Prompt club members to begin showing projects.

   When showing time is complete, I’ll give the silent signal again to get your attention. You have two minutes. You may begin showing.

4. After you tell club members to begin showing, walk around the club and ensure that everyone is showing their project to someone. If you see club members who are still working or who don’t have a partner, encourage them to join another pair and show their work. If club members do not want to show their project that’s okay. However, they should still take part in this social aspect of the club by looking at fellow club members’ projects.

CS First Reflection (2 minutes)

1. Get everyone’s attention using the silent signal.

   [Hand raised] Can I have everyone’s attention up here, please?

2. Transition club members back to their computers to reflect on what they learned during this activity.

   Thank you all for showing your wonderful projects. It’s time to wrap up what you learned during this activity with the
CS First club reflection and wrap-up video. Go back to the CS First site now to complete the reflection and watch the wrap-up video.

3. As club members transition back to computers, ensure that they are able to locate and complete the reflection.
4. During the next portion of the club (watch wrap-up video), you'll need to award participation badges (stickers). It may be helpful to locate them now.

Watch Wrap-Up Video (4 minutes)

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]

1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.

   Please take 30 seconds to finish the club reflection and move on to the Wrap-Up video.

2. Circulate around the club and pass out participation badges. These badges can be placed in club members’ passports.
3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

   You have thirty seconds remaining until we move on.

Select Showcases (1 minutes)

1. Display showcase selector on board (follow the link at the top of this club plan).
2. Get everyone’s attention using the silent signal and request that club members turn off their monitors. Ensure that all monitors are turned off before beginning (club members won’t need to use their computers again during this club).

   [Hand raised] Everyone please turn your monitors off and direct your attention up here.
3. Explain showcase selector.

   This is the showcase selector. At the end of each activity, we’ll pick two projects to showcase at the beginning of next club. If your project is selected, we’ll display it up here on the projector next club and everyone will get a chance to enjoy it!
4. Run the showcase selector.

   Let’s get excited! Let’s press the "Choose a Showcase!" button and see who gets selected! And we have… CSF###!
5. Using the club roster, find and say the names of the club members selected.

   Wonderful! CSF### is... [name]! I’m really looking forward to seeing [member names] projects next club.
6. Remind members to share their project.

   If you were one of the members selected, make sure that we’ll be able to see your project by clicking the share button at the top of the project editor. If you didn't do that for this project, make sure you do it first thing at the start of next club.
7. Tell members what to do if they don't want their project shown.

   If you were selected, but you don't want your project shown next club, please see me after this club or before the beginning of next club.
Club Discussion (4 minutes)

- Briefly review and highlight some G+ posts that club members made.
  
  Let's look at some of the G+ shout-outs that club members received for their work during this activity. [Read a few G+ shout-outs aloud].

- Lead whole-club discussion.
  
  Finally, let's discuss what you learned during this activity. [Read "discussion questions" below].

- Preview next club.
  
  Next club is on [day of next club (e.g. Monday)], and you will build [description of project].

- Exit.
  
  Once your headphones are wrapped up and your computers are shut down, we will all leave together. I look forward to working with you again next club!

Discussion questions:

- What was your favorite part of this activity?
- What is an event in computer science? [Something that makes something else happen]
- What is an example of an event you used in this activity? [When this sprite clicked]

Next club: Paint with Tera

After members have exited the room:

- Collect all passports, headphones and unused stickies.
- Take down shout-outs from the G+ page and place them into their recipients' passports.
- Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.
Activity 4: Paint with Tera

Overview
In this activity, club members build an interactive art project that responds to a user's mouse-pointer, similar to a paint application.

Volunteer Focus
- Support members who have difficulty creating the variable and making it into a slider.
- Stay positive!
- Encourage club members to work together and ask questions.
- Encourage members who finish early to build add-ons.

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<td>Watch Video 4 and Create</td>
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<td>Choose Add-Ons and Create</td>
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<td>Watch Wrap-Up Video</td>
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<td>Select Showcases</td>
</tr>
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<td>4</td>
<td>Club Discussion</td>
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</tbody>
</table>

Topics Introduced
- Variables
- User input (mouse pointer)

Topics Reinforced
- Iteration
Preparation

☐ Turn on all computers.
☐ Place member passports on a table.
☐ Visibly hang G+ community poster.
☐ Place at each workstation:
  ☐ 1 pair of headphones
  ☐ 1 pen/pencil
  ☐ 1 sticky note [optional]
☐ On a classroom projector, display the following in multiple tabs:
  ☐ Club agenda timer
  ☐ Showcase selector- Click the link at the top of this page to open the showcase selector in a new tab.
  ☐ Projects to showcase- Using the table at the bottom of the showcase selector, open the appropriate club member project pages and find the correct project. If you cannot find the project, ask the member to check if they shared the project (they can see this by signing in and clicking "My Stuff").

Agenda

Introduction (5 minutes)

1. Greet members at the door as they arrive.

   - Hi [name]. Welcome back!

2. Ask members to pick up their passports, then sit at an empty computer and log in.

   - Everyone please pick up your passports and go to a computer. Sign in to CS First and Scratch. Once you have logged in, please turn off your monitors.

3. Once all members are seated and logging in to their computers, privately ask members who are sitting alone to move to a computer near other members.

   - Hi [name]. Today you’re going to need to be sitting near others to work on this project. Would you mind moving to a seat where you’ll be able to interact with other club members?

4. Use the silent signal to get member attention.

   - [Silent signal] I need everyone’s attention up here please.

5. Have all members turn monitors off and remove headphones before starting. It is VERY important that you enforce this rule or members will use the computers instead of interacting.

   - Everyone please turn off your monitors so we can begin the introduction [wait for all members to turn off monitors].

6. Recap and review the last club activity (Interactive Art).

   - Will someone please raise their hand and remind me what we did in our last club session?” Possible response: “Last club session we made Paintings Talk!”

7. Introduce the activity’s CS concept: Variables.

   - Hello everyone! In this activity you will use variables to control how fast a sprite named Tera moves. Variables store values that can change.
View Showcase Projects (3 minutes)

[For instructions on finding and selecting showcases, see the "Preparation" section of this club plan. Remember that club members can opt out of having their projects shown. If none of the selected club members want to showcase their projects, you may ask for two volunteers to show their projects.]

1. Transition to showcase.

   [Pointing at agenda] Before we begin programming this activity, let's view the member showcases selected at the end of last club. We will play each project, look at the code, and then applaud how awesome the project is. Let's look at the first member project!

2. Run first project and discuss.

   Someone please raise your hand and tell me what types of blocks you think might be used in this project?

3. Look at code by clicking the "See Inside" button.

   Let's take a look at the code used in this project. [Show code and mention a few of the blocks used in the project.]

4. Cheer and clap.

   Wow! Amazing! That was a great project! Let's give them a great big round of applause!

5. Repeat steps for any additional projects.

Transition to Computer Time (2 minutes)

1. Introduce computer time.

   [show agenda] Now, we're going to move into the computer time.

2. [Optional] Remind members to use a sticky note if they have a question.

   If you have a question during this time, ask your neighbors for help. If they can't help you, put a sticky note on your monitor and I will come help you.

3. Remind members that at the end of this activity you will pick a few projects to share next club.

   Remember that at the end of this activity we will pick a few people's projects to show at the beginning of next club.

4. Have members turn on monitors and navigate to CS First website.

   Please turn on your monitors, go to the CS First website, and start watching the first video.

5. If there are new club members, ask them to go to cs-first.com/go and enter your club code in order to associate a username and password with your club. Club codes can be found on your dashboard.

   If today is your first time in this club, please begin by going to cs-first.com/go and entering our club code: [say your club code].

Watch Video 1 and Create (5 minutes)

Immediately after asking members to begin watching the first video:

- Answer any questions promptly (questions may keep members from beginning work). If members have questions about logging into a computer, please ask the club host for assistance.
- Go to a place in the room where you can view all of the monitors. Ensure that all members have begun to watch the first video. Look for members who are either not on the CS First site, or who are viewing the wrong video. Politely and
privately redirect these members to the correct video.

For members who have not watched video 1:

- Were you able to find and watch the first video? (If no). The first video explains how to complete the first steps of this project. [Guide member to the actual video and wait with them until it is playing].

For members who have completed step one but are still in Scratch:

- Great, I see that you’ve finished step one. The second video will explain what to do next. To get there... [Guide member back to cs-first.com and to the second video].

Check to ensure that members have signed in to Scratch by looking at the top right corner of their Scratch project editor. If you see their username, they are signed in. If you see a "Sign In" link, that member still needs to sign in. Members who haven’t signed in, will not be able to save their work.

I see that you haven't signed in. Please click sign in and enter your sign in information from your club pass so that you can be sure that this project saves.

Watch Video 2 and Create (10 minutes)

Check that members have opened the starter project (view Solution Sheet to see what a blank starter project looks like).

"I see that you've watched the first video and were able to get to Scratch. That's great! For this project, we're going to open a starter project. To open that... [guide member to starter project link]."

Interact with all members in the club. Your attention demonstrates you care. Try to interact with every member personally at least once per club session.

Hi [name], how's it going? Can you show me what you've made so far? How did you make your project do that? That looks really good! Keep working hard on your project.

Watch Video 3 and Create (10 minutes)

Remind club often about timings from the Club Agenda.

Everyone, remember to look up at the Club Agenda while you are working on this activity. Right now, you should be on Video [X]. Make sure you work hard to keep up with the agenda so you can finish your project. Don't get too caught up in any one step about designing your project, sprites, or backdrops.

If club members don’t have questions, it is still important to walk around the classroom and interact with everyone. The self-paced nature of CS First clubs ensures that you have time to work individually with club members even when questions aren’t being asked. Consider asking club members: “Can you tell me about what you’re working on?”; “How are you doing?”; “Wow that’s interesting! How’d you make it do that?”; “What’s your favorite part of your program/game/project so far?”

Club members may have a problem figuring out where to place the "clear" block, since all the other blocks go inside the forever loop. The clear block should go above the forever loop.

How many times does a block run if it's inside a forever loop? What about if it's before the forever loop?

Watch Video 4 and Create (10 minutes)

1. Club members often have problems changing the variable into a slider control. Remind them to double click on the variable to make the slider.

2. Club members may be unsure what to name the variable or may think that changing the name of the variable changes its action. Watch for members who appear stuck on this step, and help them understand that they should name the
variable something that makes sense, but that the name of the variable does not affect its function.

Choose Add-Ons and Create (0 minutes)

During this time, members will have the opportunity to customize their projects by trying some of the add-ons. Add-ons are intended to allow members to explore the programming concepts and features that interest them, while still providing the guidance and instruction through a video.

1. Walk around and encourage members to try the add-ons that interest them.

   "It looks like you've finished the core videos. That's great! You can move to the next page to learn about different ways to customize your project."

2. Help members navigate the add-ons menu.

   "When you click "Watch", the add-on will open. If you want to go back to the add-on selection screen, just click on the X at the top of the video."

3. If you notice that members have not saved or shared their projects (projects that have been shared will have a "See project page" button in the top right corner of the project editor), encourage them to save their work and share their project before they continue to customize it.

   "I see that you're working on the add-ons now. Be sure to save your project, and click "Share" if you want your project to be available to the Scratch community."

Start Wrap-Up- Share Projects in Scratch (1 minutes)

1. Ask the club to begin the wrap-up procedures by clicking the wrap-up button (next to the number buttons below videos) in CS First and sharing their projects in Scratch.

   "[Silent signal] It's time to wrap up your projects. Click the wrap-up button, which can be found next to the number buttons below each video, and begin to follow the wrap-up procedures. Your first step will be to share your project on Scratch. Remember to name your project, and, if you'd like, write a description that explains how to use it. In one minute, you'll show your project to your neighbor."

2. Walk around and encourage club members who haven't shared their projects (the share button will still be visible in the top-right corner of the screen) to do so. If club members don't wish to share, that's okay.

Show Projects (3 minutes)

1. Get everyone's attention using the silent signal.

   "[Hand raised] Can I have everyone's attention up here, please?"

2. Introduce showing time.

   "You're going to spend the next two minutes showing your projects to your neighbor or neighbors. Turn to someone near you, and show them your project. You can explain what your project does and what, if anything, you plan to add to it. When someone shows you their project, be positive, and discuss the things you like about it."

3. Prompt club members to begin showing projects.

   "When showing time is complete, I'll give the silent signal again to get your attention. You have two minutes. You may begin showing."
4. After you tell club members to begin showing, walk around the club and ensure that everyone is showing their project to someone. If you see club members who are still working or who don’t have a partner, encourage them to join another pair and show their work. If club members do not want to show their project that’s okay. However, they should still take part in this social aspect of the club by looking at fellow club members’ projects.

CS First Reflection (2 minutes)

1. Get everyone’s attention using the silent signal.

   [Hand raised] Can I have everyone’s attention up here, please?

2. Transition club members back to their computers to reflect on what they learned during this activity.

   Thank you all for showing your wonderful projects. It’s time to wrap up what you learned during this activity with the CS First club reflection and wrap-up video. Go back to the CS First site now to complete the reflection and watch the wrap-up video.

3. As club members transition back to computers, ensure that they are able to locate and complete the reflection.

4. During the next portion of the club (watch wrap-up video), you’ll need to award participation badges (stickers). It may be helpful to locate them now.

Watch Wrap-Up Video (4 minutes)

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]

1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.

   Please take 30 seconds to finish the club reflection and move on to the Wrap-Up video.

2. Circulate around the club and pass out participation badges. These badges can be placed in club members’ passports.

3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

   You have thirty seconds remaining until we move on.

Select Showcases (1 minutes)

1. Display showcase selector on board (follow the link at the top of this club plan).

2. Get everyone’s attention using the silent signal and request that club members turn off their monitors. Ensure that all monitors are turned off before beginning (club members won’t need to use their computers again during this club).

   [Hand raised] Everyone please turn your monitors off and direct your attention up here.

3. Transition to the showcase selector.

   It’s time to select showcases for next club. Let’s get excited!

4. Run the showcase selector.

   Here we go! Let’s press the "Choose a Showcase!" button and see who gets selected! And we have… CSF###!

5. Using the club roster, find and say the names of the club members selected.

   Wonderful! CSF### is… [name] I’m really looking forward to seeing [member names] projects next club.

6. Remind members to share their project.
If you were one of the members selected, make sure that we'll be able to see your project by clicking the share button at the top of the project editor. If you didn't do that for this project, make sure you do it first thing at the start of next club.

7. Tell members what to do if they don't want their project shown.

If you were selected, but you don't want your project shown next club, please see me after this club or before the beginning of next club.

**Club Discussion (4 minutes)**

- Briefly review and highlight some G+ posts that club members made.

  Let's look at some of the G+ shout-outs that club members received for their work during this activity. [Read a few G+ shout-outs aloud].

- Lead whole-club discussion.

  Finally, let's discuss what you learned during this activity. [Read "discussion questions" below].

- Preview next club.

  Next club is on [day of next club (e.g. Monday)], and you will build [description of project].

- Exit.

  Once your headphones are wrapped up and your computers are shut down, we will all leave together. I look forward to working with you again next club!

**Discussion questions:**

- What was your favorite part of this activity? [Example Response: I liked making the sprite change colors.]
- How did you use variables in this activity? [Example Response: We used a variable to change Tera's speed.]

Next club: Graffiti

**After members have exited the room:**

- Collect all passports, headphones and unused stickies.
- Take down shout-outs from the G+ page and place them into their recipients' passports.
- Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.
Activity 5: **Graffiti**

**Overview**
In this project, club members use conditionals to create an interactive graffiti application. By the end of the activity, club members will understand how computers use "if-then" blocks to make decisions.

**Volunteer Focus**

**Agenda Summary**

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<td>Select Showcases</td>
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</table>

**Topics Introduced**
- Conditionals

**Topics Reinforced**
- User Input
Preparation

- Turn on all computers.
- Place member passports on a table.
- Visibly hang G+ community poster.
- Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note [optional]
- On a classroom projector, display the following in multiple tabs:
  - Club agenda timer
  - Showcase selector- Click the link at the top of this page to open the showcase selector in a new tab.
  - Projects to showcase- Using the table at the bottom of the showcase selector, open the appropriate club member project pages and find the correct project. If you cannot find the project, ask the member to check if they shared the project (they can see this by signing in and clicking "My Stuff").

Agenda

Introduction (5 minutes)
1. Greet members at the door as they arrive.
2. Ask members to pick up their passports, then sit at an empty computer and log in.
3. Once all members are seated and logging in to their computers, privately ask members who are sitting alone to move to a computer near other members.
4. Use the silent signal to get member attention.
5. Have all members turn monitors off and remove headphones before starting. It is VERY important that you enforce this rule or members will use the computers instead of interacting.
6. Review previous club (Paint With Tera).

Can someone please raise their hand, and tell me what we worked on last club?

7. Introduce this activity: Graffiti.

In this activity, you’ll create a project that allows users to spray paint graffiti on a wall. This project will introduce an important computer science concept: conditionals. Conditionals, also called if-then statements, help computers make decisions by checking whether a particular condition is true.

View Showcase Projects (3 minutes)
[For instructions on finding and selecting showcases, see the "Preparation" section of this club plan. Remember that club members can opt out of having their projects shown. If none of the selected club members want to showcase their projects, you may ask for two volunteers to show their projects.]

1. Transition to showcase.
2. Run first project and discuss.
3. Look at code by clicking the "See Inside" button.
4. Cheer and clap.
5. Repeat steps for any additional projects.

Transition to Computer Time (2 minutes)

1. Introduce computer time.
2. [Optional] Remind members to use a sticky note if they have a question.
3. Remind members that at the end of this activity you will pick a few projects to share next club.
4. Have members turn on monitors and navigate to CS First website.
5. If there are new club members, ask them to go to cs-first.com/go and enter your club code in order to associate a username and password with your club. Club codes can be found on your dashboard.

Watch Video 1 and Create (7 minutes)

Immediately after asking members to begin watching the first video:

- Answer any questions promptly (questions may keep members from beginning work). If members have questions about logging into a computer, please ask the club host for assistance.
- Go to a place in the room where you can view all of the monitors. Ensure that all members have begun to watch the first video. Look for members who are either not on the CS First site, or who are viewing the wrong video. Politely and privately redirect these members to the correct video.
- Were you able to find and watch the first video? (If no). The first video explains how to complete the first steps of this project. [Guide member to the actual video and wait with them until it is playing].

For members who have completed step one but are still in Scratch:

- Great, I see that you've finished step one. The second video will explain what to do next. To get there... [Guide member back to cs-first.com and to the second video].

Interact with all members in the club. Your attention demonstrates you care. Try to interact with every member personally at least once per club session.

Watch Video 2 and Create (8 minutes)

Interact with all members in the club. Your attention demonstrates you care. Try to interact with every member personally at least once per club session.

Watch Video 3 and Create (10 minutes)

- Club members may have a problem placing the if-then blocks.

    The action you want the sprite to do if the condition is true needs to go INSIDE the "if" block. What is that action? [stamping]. So, where should the stamp block go?

Watch Video 4 and Create (10 minutes)

If club members don't have questions, it is still important to walk around the classroom and interact with everyone. The self-paced nature of CS First clubs ensures that you have time to work individually with club members even when questions aren't being asked. Consider asking club members: “Can you tell me about what you’re working on?”; “How are you doing?”; “Wow that’s interesting! How’d you make it do that?”; “What’s your favorite part of your program/game/project so far?”

Choose Add-Ons and Create (0 minutes)

During this time, members will have the opportunity to customize their projects by trying some of the add-ons. Add-ons are intended to allow members to explore the programming concepts and features that interest them, while still providing the guidance and instruction through a video.
1. Walk around and encourage members to try the add-ons that interest them.
2. Help members navigate the add-ons menu.
3. If you notice that members have not saved or shared their projects (projects that have been shared will have a "See project page" button in the top right corner of the project editor), encourage them to save their work and share their project before they continue to customize it.

Start Wrap-Up - Share Projects in Scratch (1 minutes)

1. Ask the club to begin the wrap-up procedures by clicking the wrap-up button (next to the number buttons below videos) in CS First and sharing their projects in Scratch.
2. Walk around and encourage club members who haven’t shared their projects (the share button will still be visible in the top-right corner of the screen) to do so. If club members don’t wish to share, that’s okay.

Show Projects (3 minutes)

1. Get everyone’s attention using the silent signal.
2. Introduce showing time.
3. Prompt club members to begin showing projects.
4. After you tell club members to begin showing, walk around the club and ensure that everyone is showing their project to someone. If you see club members who are still working or who don’t have a partner, encourage them to join another pair and show their work. If club members do not want to show their project that’s okay. However, they should still take part in this social aspect of the club by looking at fellow club members’ projects.

CS First Reflection (2 minutes)

1. Get everyone’s attention using the silent signal.
2. Transition club members back to their computers to reflect on what they learned during this activity.
3. As club members transition back to computers, ensure that they are able to locate and complete the reflection.
4. During the next portion of the club (watch wrap-up video), you’ll need to award participation badges (stickers). It may be helpful to locate them now.

Watch Wrap-Up Video (4 minutes)

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]

1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.
2. Circulate around the club and pass out participation badges. These badges can be placed in club members’ passports.
3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

Select Showcases (1 minutes)

1. Display showcase selector on board (follow the link at the top of this club plan).
2. Get everyone’s attention using the silent signal and request that club members turn off their monitors. Ensure that all monitors are turned off before beginning (club members won’t need to use their computers again during this club).
3. Transition to the showcase selector.
4. Run the showcase selector.
5. Using the club roster, find and say the names of the club members selected.
6. Remind members to share their project.
7. Tell members what to do if they don't want their project shown.

Club Discussion (4 minutes)

- Briefly review and highlight some G+ posts that club members made.
- Lead whole-club discussion.
- Preview next club.
- Exit.

Discussion questions:

- What was your favorite part of this activity? [Example Response: The Pictionary Add-on]
- What is an "if-then" statement? [Example Response: A way for the computer to make a decision]
- How did you use an "if-then" block in your project? [Example Response: To make the paint sprite stamp when someone clicks the mouse]

Next club: Digital Art

After members have exited the room:

- Collect all passports, headphones and unused stickies.
- Take down shout-outs from the G+ page and place them into their recipients' passports.
- Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.
Activity 6: Digital Art

Overview
In this activity, club members use pixels and "if-else" statements to build a digital art project similar to a photography filter. By the end of the activity, students will understand how to use conditionals in their own projects to change a sprite's costume.

Volunteer Focus
- Make sure club members use "Turbo Mode" to make their code run faster.

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Topics Introduced
- "If-else" statements
- Turbo mode

Topics Reinforced
- Conditionals
- Iteration
- Repetition
Preparation

- Turn on all computers.
- Place member passports on a table.
- Visibly hang G+ community poster.
- Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note [optional]
- On a classroom projector, display the following in multiple tabs:
  - Club agenda timer
  - Showcase selector - Click the link at the top of this page to open the showcase selector in a new tab.
  - Projects to showcase - Using the table at the bottom of the showcase selector, open the appropriate club member project pages and find the correct project. If you cannot find the project, ask the member to check if they shared the project (they can see this by signing in and clicking "My Stuff").

Agenda

Introduction (3 minutes)

1. Greet members at the door as they arrive.
2. Ask members to pick up their passports, then sit at an empty computer and log in.
3. Once all members are seated and logging in to their computers, privately ask members who are sitting alone to move to a computer near other members.
4. Use the silent signal to get member attention.
5. Have all members turn monitors off and remove headphones before starting. It is VERY important that you enforce this rule or members will use the computers instead of interacting.
6. Recap and review the last club activity (Graffiti).
7. Introduce the activity's CS concept: conditional statements.

    Will someone please raise their hand and remind me what we did in our last club session?" Possible response: “Last club session we made an art program that painted graffiti. ”

8. Introduce the activity's CS concept: conditional statements.

    In this activity you will create a project that will paint different colors based on a decision. The project will introduce an important computer science concept called conditionals. Conditionals are blocks that tell the computer to run code if a condition is true. If the condition is not true, do something else. In this activity, you will use the if/else block to program the computer to make a decision.

View Showcase Projects (5 minutes)

[For instructions on finding and selecting showcases, see the "Preparation" section of this club plan. Remember that club members can opt out of having their projects shown. If none of the selected club members want to showcase their projects, you may ask for two volunteers to show their projects.]

1. Transition to showcase.
2. Run first project and discuss.
3. Look at code by clicking the "See Inside" button.
4. Cheer and clap.
5. Repeat steps for any additional projects.
Transition to Computer Time (2 minutes)

1. Introduce computer time.
2. [Optional] Remind members to use a sticky note if they have a question.
3. Remind members that at the end of this activity you will pick a few projects to share next club.
4. Have members turn on monitors and navigate to CS First website.
5. If there are new club members, ask them to go to cs-first.com/go and enter your club code in order to associate a
   username and password with your club. Club codes can be found on your dashboard.

Watch Video 1 and Create (10 minutes)

Immediately after asking members to begin watching the first video:

- Answer any questions promptly (questions may keep members from beginning work). If members have questions about
  logging into a computer, please ask the club host for assistance.
- Go to a place in the room where you can view all of the monitors. Ensure that all members have begun to watch the first
  video. Look for members who are either not on the CS First site, or who are viewing the wrong video. Politely and
  privately redirect these members to the correct video.
- Were you able to find and watch the first video? (If no). The first video explains how to complete the first steps of this
  project. [Guide member to the actual video and wait with them until it is playing].

For members who have completed step one but are still in Scratch:

- Great, I see that you've finished step one. The second video will explain what to do next. To get there... [Guide member
  back to cs-first.com and to the second video].

Check to ensure that members have signed in to Scratch by looking at the top right corner of their Scratch project editor. If you
see their username, they are signed in. If you see a "Sign In" link, that member still needs to sign in. Members who haven't
signed in, will not be able to save their work.

Watch Video 2 and Create (10 minutes)

Check that members have opened the starter project (view Solution Sheet to see what a blank starter project looks like).
Common problem: This is the only time the club members have seen Turbo Mode. If you notice that their program takes too
long to run, show them how to turn on "turbo mode" by selecting the edit menu, then turbo mode. The words "Turbo Mode" will
show next to the green flag when it is selected.

Watch Video 3 and Create (15 minutes)

Remind club often about timings from the Club Agenda.

Placement of the "if/else" block is very important. Double check that the order of members’ code is the same as what is in your
solution sheet. If it isn't, talk them through what the code is doing, reading what the blocks do.

This first loop goes down until it reaches the end of the stage. This second loop inside it goes across. How can you get the
stamp to work both across and down? [the answer is inside both loops].

Choose Add-Ons and Create ( minutes)

During this time, members will have the opportunity to customize their projects by trying some of the add-ons. Add-ons are
intended to allow members to explore the programming concepts and features that interest them, while still providing the
guidance and instruction through a video.

1. Walk around and encourage members to try the add-ons that interest them.
2. Help members navigate the add-ons menu.
3. If you notice that members have not saved or shared their projects (projects that have been shared will have a "See
project page" button in the top right corner of the project editor), encourage them to save their work and share their project before they continue to customize it.

Start Wrap-Up- Share Projects in Scratch (1 minutes)

1. Ask the club to begin the wrap-up procedures by clicking the wrap-up button (next to the number buttons below videos) in CS First and sharing their projects in Scratch.
2. Walk around and encourage club members who haven’t shared their projects (the share button will still be visible in the top-right corner of the screen) to do so. If club members don’t wish to share, that’s okay.

Show Projects (3 minutes)

1. Get everyone’s attention using the silent signal.
2. Introduce showing time.
3. Prompt club members to begin showing projects.
4. After you tell club members to begin showing, walk around the club and ensure that everyone is showing their project to someone. If you see club members who are still working or who don’t have a partner, encourage them to join another pair and show their work. If club members do not want to show their project that’s okay. However, they should still take part in this social aspect of the club by looking at fellow club members’ projects.

CS First Reflection (2 minutes)

1. Get everyone’s attention using the silent signal.
2. Transition club members back to their computers to reflect on what they learned during this activity.
3. As club members transition back to computers, ensure that they are able to locate and complete the reflection.
4. During the next portion of the club (watch wrap-up video), you’ll need to award participation badges (stickers). It may be helpful to locate them now.

Watch Wrap-Up Video (4 minutes)

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]

1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.
2. Circulate around the club and pass out participation badges. These badges can be placed in club members’ passports.
3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

Select Showcases (1 minutes)

1. Display showcase selector on board (follow the link at the top of this club plan).
2. Get everyone’s attention using the silent signal and request that club members turn off their monitors. Ensure that all monitors are turned off before beginning (club members won’t need to use their computers again during this club).
3. Transition to the showcase selector.
4. Run the showcase selector.
5. Using the club roster, find and say the names of the club members selected.
6. Remind members to share their project.
7. Tell members what to do if they don’t want their project shown.
Club Discussion (4 minutes)

- Briefly review and highlight some G+ posts that club members made.
- Lead whole-club discussion.
- Preview next club.
- Exit.

Discussion questions:

- What was your favorite part of this activity? [Example Response: I liked learning about pixels.]
- How did you use conditionals in this activity? [Example Response: To make the sprite switch colors for stamping.]
- What was the most difficult part about this activity? [Example Response: Being patient and waiting for the code to finish!]

Next club: Building Blocks of Architecture

After members have exited the room:

- Collect all passports, headphones and unused stickies.
- Take down shout-outs from the G+ page and place them into their recipients' passports.
- Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.
Activity 7: Building Blocks of Architecture

Overview
In this project, club members learn about the "repeat until" block while they create an interactive way to build their own architecture. By the end of the activity, club members will understand the difference between the "forever" and "repeat until" blocks.

Volunteer Focus
- Stay positive!
- Encourage club members to work together and ask questions.

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Topics Introduced
- "Repeat until" block
- Cloning

Topics Reinforced
- Repetition
- Stamping
**Preparation**

Note: During next club (activity 8), all club members will receive a certificate. During this club, ensure that there is an accurate record of all names on the club roster, so that you’ll be able to fill out the certificates.

- Turn on all computers.
- Place member passports on a table.
- Visibly hang G+ community poster.
- Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note [optional]
- On a classroom projector, display the following in multiple tabs:
  - Club agenda timer
  - Showcase selector- Click the link at the top of this page to open the showcase selector in a new tab.
  - Projects to showcase- Using the table at the bottom of the showcase selector, open the appropriate club member project pages and find the correct project. If you cannot find the project, ask the member to check if they shared the project (they can see this by signing in and clicking "My Stuff").

**Agenda**

**Introduction (5 minutes)**

1. Greet members at the door as they arrive.
2. Ask members to pick up their passports, then sit at an empty computer and log in.
3. Once all members are seated and logging in to their computers, privately ask members who are sitting alone to move to a computer near other members.
4. Use the silent signal to get member attention.
5. Have all members turn monitors off and remove headphones before starting. It is VERY important that you enforce this rule or members will use the computers instead of interacting.
6. Recap and review the last club activity (Digital Art).
   
   Will someone please raise their hand and remind me what we did in our last club session?" Possible response: "Last club session we made the screen turn into a shadow!"

7. Introduce the CS concept: Cloning.

   In this activity, you will create an architecture application. The project will introduce an important computer science concept called cloning. You will use cloning to make copies of the sprite so that the clones can be stamped in the project.

**View Showcase Projects (3 minutes)**

[For instructions on finding and selecting showcases, see the "Preparation" section of this club plan. Remember that club members can opt out of having their projects shown. If none of the selected club members want to showcase their projects, you may ask for two volunteers to show their projects.]

1. Transition to showcase.
2. Run first project and discuss.
3. Look at code by clicking the "See Inside" button.
4. Cheer and clap.
5. Repeat steps for any additional projects.
Transition to Computer Time (2 minutes)

1. Introduce computer time.
2. [Optional] Remind members to use a sticky note if they have a question.
3. Remind members that at the end of this activity you will pick a few projects to share next club.
4. Have members turn on monitors and navigate to CS First website.
5. If there are new club members, ask them to go to cs-first.com/go and enter your club code in order to associate a username and password with your club. Club codes can be found on your dashboard.

Watch Video 1 and Complete the Survey (8 minutes)

1. After members have signed in to CS-First.com, they should begin watching the first video for the activity. This video introduces a brief survey. Once members have finished the survey, they should switch back to CS-First.com and move on to the next video.
2. If a member appears frustrated by the survey, particularly the Scratch content question, remind him or her to try their best and that there are no right or wrong answers. It is more important for members to feel comfortable giving their honest opinions.

Watch Video 2 and Create (4 minutes)

Check to ensure that members have signed in to Scratch by looking at the top right corner of their Scratch project editor. If you see their username, they are signed in. If you see a "Sign In" link, that member still needs to sign in. Members who haven't signed in, will not be able to save their work.

Watch Video 3 and Create (5 minutes)

Check that members have opened the starter project (view Solution Sheet to see what a blank starter project looks like). Common problem: Club members may not notice that they created a clone. Move the sprite to show that there is another sprite under it. Common problem: Too many clones will cause the computer to crash. Press the stop sign to remove all clones. Refresh the page and or restart the computer if necessary. Common problem: Clones will run all the same code as the original sprite. If an event block (other than the green flag) makes more clones, you will quickly create way too many clones. Code under the green flag event does not have this problem because only one copy is created when the green flag is clicked.

Watch Video 4 and Create (7 minutes)

Remind club often about timings from the Club Agenda.
Make sure club members place blocks in the correct order. Check your solution code. If club members are having trouble, walk through what their code says with them step-by-step.

How are you getting the stamp to follow the mouse pointer? Do you want to keep stamping the entire time you’re moving the block? Can you stamp a clone that has been deleted?

Watch Video 5 and Create (5 minutes)

If club members don’t have questions, it is still important to walk around the classroom and interact with everyone. The self-paced nature of CS First clubs ensures that you have time to work individually with club members even when questions aren’t being asked. Consider asking club members: “Can you tell me about what you’re working on?”; “How are you doing?”; “Wow that’s interesting! How’d you make it do that?”; “What’s your favorite part of your program/game/project so far?”
Club members may choose to just rewrite the code, or they may copy it in a different way. That is fine.

**Watch Video 6 and Create (5 minutes)**

Interact with all members in the club. Your attention demonstrates you care. Try to interact with every member personally at least once per club session.

Make sure club members are programming the sprite they mean to. The sprite being programmed will be highlighted in blue in the sprites area.

**Choose Add-Ons and Create (0 minutes)**

During this time, members will have the opportunity to customize their projects by trying some of the add-ons. Add-ons are intended to allow members to explore the programming concepts and features that interest them, while still providing the guidance and instruction through a video.

1. Walk around and encourage members to try the add-ons that interest them.
2. Help members navigate the add-ons menu.
3. If you notice that members have not saved or shared their projects (projects that have been shared will have a "See project page" button in the top right corner of the project editor), encourage them to save their work and share their project before they continue to customize it.

**Start Wrap-Up - Share Projects in Scratch (1 minutes)**

1. Ask the club to begin the wrap-up procedures by clicking the wrap-up button (next to the number buttons below videos) in CS First and sharing their projects in Scratch.
2. Walk around and encourage club members who haven’t shared their projects (the share button will still be visible in the top-right corner of the screen) to do so. If club members don’t wish to share, that’s okay.

**Show Projects (3 minutes)**

1. Get everyone’s attention using the silent signal.
2. Introduce showing time.
3. Prompt club members to begin showing projects.
4. After you tell club members to begin showing, walk around the club and ensure that everyone is showing their project to someone. If you see club members who are still working or who don’t have a partner, encourage them to join another pair and show their work. If club members do not want to show their project that’s okay. However, they should still take part in this social aspect of the club by looking at fellow club members’ projects.

**CS First Reflection (2 minutes)**

1. Get everyone’s attention using the silent signal.
2. Transition club members back to their computers to reflect on what they learned during this activity.
3. As club members transition back to computers, ensure that they are able to locate and complete the reflection.
4. During the next portion of the club (watch wrap-up video), you’ll need to award participation badges (stickers). It may be helpful to locate them now.

**Watch Wrap-Up Video (4 minutes)**

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]
1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.
2. Circulate around the club and pass out participation badges. These badges can be placed in club members' passports.
3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

Select Showcases (1 minutes)

1. Display showcase selector on board (follow the link at the top of this club plan).
2. Get everyone's attention using the silent signal and request that club members turn off their monitors. Ensure that all monitors are turned off before beginning (club members won't need to use their computers again during this club).
3. Explain showcase selector.
4. Run the showcase selector.
5. Using the club roster, find and say the names of the club members selected.
6. Remind members to share their project.
7. Tell members what to do if they don't want their project shown.

Club Discussion (5 minutes)

- Briefly review and highlight some G+ posts that club members made.
- Lead whole-club discussion.
- Preview next club.
- Exit.

Discussion questions:

- What was your favorite part of this activity?
- What is the difference between a "forever" loop and a "repeat until" loop? [Example Response: A forever loop never stops. A repeat until loop stops when something specific happens.]
- How did you use a "repeat until" block in your project? [Example Response: The sprite followed the mouse until someone clicked the mouse.]

Next club: Greeting Card

After members have exited the room:

- Collect all passports, headphones and unused stickies.
- Take down shout-outs from the G+ page and place them into their recipients' passports.
- Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.
Activity 8: Greeting Card

Overview
In this activity, club members create a greeting card to send to a friend or family member and tell them about CS First. In this project, club members are encouraged to use their creativity and imaginations.

Volunteer Focus
- Encourage club members to work through difficult problems.
- Encourage persistence and hard work, rather than speed of completion.

Agenda Summary

<table>
<thead>
<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
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<tbody>
<tr>
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<td>Introduction</td>
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<td>View Showcase Projects</td>
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<tr>
<td>2</td>
<td>Transition to Computer Time</td>
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<td>Watch Video 1 and Create</td>
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<td>Choose Add-Ons and Create</td>
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<td>1</td>
<td>Start Wrap-Up - Share Projects in Scratch</td>
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<tr>
<td>3</td>
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<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>10</td>
<td>Closing Discussion and Celebration</td>
</tr>
</tbody>
</table>

Topics Introduced
- Reflecting about CS First experience

Topics Reinforced
- Creativity
Preparation

Note: At the end of this activity, club members will receive certificates. Ensure that all certificates are filled out and signed before the club starts. Certificates can be found in CS First club materials and on your club dashboard.

- Turn on all computers.
- Place member passports on a table.
- Visibly hang G+ community poster.
- Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note [optional]
- On a classroom projector, display the following in multiple tabs:
  - Club agenda timer
  - Showcase selector - Click the link at the top of this page to open the showcase selector in a new tab.
  - Projects to showcase - Using the table at the bottom of the showcase selector, open the appropriate club member project pages and find the correct project. If you cannot find the project, ask the member to check if they shared the project (they can see this by signing in and clicking "My Stuff").

Agenda

Introduction (5 minutes)

1. Greet members at the door as they arrive.
2. Ask members to pick up their passports, then sit at an empty computer and log in.
3. Once all members are seated and logging in to their computers, privately ask members who are sitting alone to move to a computer near other members.
4. Use the silent signal to get member attention.
5. Have all members turn monitors off and remove headphones before starting. It is VERY important that you enforce this rule or members will use the computers instead of interacting.
6. Recap and review the last club activity: Building Blocks of Architecture.

Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last club we created an interactive way to build our own architecture that incorporated various loops!”


In this activity, you will create a greeting card to send to a friend or family member to tell them about CS First.

View Showcase Projects (3 minutes)

[For instructions on finding and selecting showcases, see the "Preparation" section of this club plan. Remember that club members can opt out of having their projects shown. If none of the selected club members want to showcase their projects, you may ask for two volunteers to show their projects.]

1. Transition to showcase.
2. Run first project and discuss.
3. Look at code by clicking the "See Inside" button.
4. Cheer and clap.
5. Repeat steps for any additional projects.
Transition to Computer Time (2 minutes)

1. Introduce computer time.
2. [Optional] Remind members to use a sticky note if they have a question.
3. Remind members that at the end of this activity you will pick a few projects to share next club.
4. Have members turn on monitors and navigate to CS First website.
5. If there are new club members, ask them to go to cs-first.com/go and enter your club code in order to associate a username and password with your club. Club codes can be found on your dashboard.

Watch Video 1 and Create (20 minutes)

- The video leaves this project very open. If club members are out of ideas, encourage them to check out the add-ons
  - Check out the add-ons to see if any of them interest you.
- Compliment club members’ projects, focusing on the blocks they used.
  - I can tell you worked really hard on this! How did you get ___ to happen?
- Provide support
  - Keep trying! Computer programmers rarely get exactly the results they want the first time. I can tell solving that problem took a lot of perseverance and courage!

Choose Add-Ons and Create (10 minutes)

During this time, members will have the opportunity to customize their projects by trying some of the add-ons. Add-ons are intended to allow members to explore the programming concepts and features that interest them, while still providing the guidance and instruction through a video.

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Watch Wrap-Up Video (4 minutes)

[Note: While club members are watching the wrap-up video, walk around and give out the participation badges (stickers) located in your club kit to each club member that was present for this activity.]

1. Prompt club members to finish the Club Reflection, then move on to the Wrap-Up video.
2. Circulate around the club and pass out participation badges. These badges can be placed in club members’ passports.
3. When the Agenda Timer indicates there are 30 seconds remaining in this section, remind club members about time.

Closing Discussion and Celebration (10 minutes)

1. Get members’ attention.

   [Silent Signal] Can I please have everyone’s monitors off and eyes up here?

2. G+ shout-outs

   If you haven’t already done so, it’s time to bring up your G+ shout-out and post it to the G+ community poster.
   [wait] Awesome, I’m going to read a few of these shout-outs [read 3 shout-outs]. Take a look at the shout-outs that people wrote on your way out of the classroom.

3. Transition into certificate distribution.

   For all your hard work in this club, each of you will receive a certificate for your successful completion of CS First Art. When I call your name, please stand up, walk to the front, shake both Gurus hands, and receive your certificate. Please hold your applause until everyone’s names have been called, then we will all clap and cheer together.

4. Call up individuals to receive their certificate, shake their hand, and thank them for their participation.
5. After all individuals have been called up, ask for a round of applause for everyone.

   Can we have a round of applause for everyone?

6. Ask the reflection questions below.

   Let’s all take a moment to reflect on what you’ve learned and enjoyed in CS First.

7. Remind club members that they can continue to work in Scratch and seek out CS opportunities after this club ends.

   Remember that after this club ends you can continue to work in Scratch. Your CS First username and password are yours to keep.

8. Remind club members to look for CS courses in high school and college.

   If you’ve enjoyed what you’ve worked on in this club, you should seek out computer science courses and clubs in high school and college. With more exposure to computer science, you may find that computer science is a career that you want to pursue.
9. Tell club members that they get to keep their passports.

When we exit, you can take your passport home with you. The headphones however, should stay in the classroom.

10. Ask the class to say thank-you to the program host.

Before we exit, let's all say thank-you to our program host for supporting this club.

11. Thank the club members for participating.

Sample: Thank you all for participating in this club. I had a lot of fun and I learned a lot. I would like to wish you all the best in your future computer science endeavors!

12. Dismiss the club.

Once I see that all computers are shut off and the headphones are wrapped, we'll exit. Remember to take your passports home with you!

13. High-five club members on their way out.

Reflection Questions:

• What was your favorite program that you made in this club and why?
• What was the most surprising thing that you were able to do?
• What was the most important thing that you learned about computer science?
• What do computer scientists do?
• Does anyone have any questions for me about what we've worked on in this club or about computer science in general?

After members have exited the room:

• Collect all passports, headphones and unused stickies.
• Take down shout-outs from the G+ page and place them into their recipients' passports.
• Ensure that the computer lab is clean and that computers are in the state that the school prefers (i.e. shut down, monitor off, etc.).
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