Club Plans

Friends

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/dashboar.
Activity 1: Introduction and Explore

Overview

In this activity, club members create a project that talks about their friendship. CS First Friends club members build individual projects, but they build each one for or about a "friend" in the club. Club members are encouraged to sign up with a friend, but they can also sign up alone. Club members who signed up with a friend should still show up for an activity that their friend cannot attend. For partner activities (such as activity 7: Imagining a Company), pair up club members who do not have a partner, or encourage them to form a three-person group. Friend pairs should sit next to each other so they can share their projects easily. If a club member's friend is absent from an activity, encourage him or her to create a project about that friend anyway or to build a project about someone else in the club.

Volunteer Focus

- Create a welcoming and inclusive environment for all club members.
- Try to learn each club member's name, and talk personally to each one.
- Ensure that club members have a positive first experience with Scratch.

Agenda Summary

<table>
<thead>
<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Welcome to CS First!</td>
</tr>
<tr>
<td>6</td>
<td>Introduction to Gurus, Agenda, and Passports</td>
</tr>
<tr>
<td>8</td>
<td>Log In to Computers and Get CS-First Sign-In Information</td>
</tr>
<tr>
<td>4</td>
<td>Watch Video 1</td>
</tr>
<tr>
<td>14</td>
<td>Watch Video 2 and Complete the Survey</td>
</tr>
<tr>
<td>1</td>
<td>Start Wrap-Up- Share Projects in Scratch</td>
</tr>
<tr>
<td>3</td>
<td>Show Projects</td>
</tr>
<tr>
<td>5</td>
<td>CS First Reflection</td>
</tr>
<tr>
<td>2</td>
<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>5</td>
<td>Club Discussion</td>
</tr>
</tbody>
</table>

Topics Introduced

- Scratch environment
- CS First club procedures
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 Google CS First!

2. Ask members to pick up a passport and sit at an available computer. Friends should sit next to each other.
   ☐ Everyone please pick up a passport and go to a computer that has a sticky note on the monitor. If you came with a friend, please sit next to them. 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!
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 club members should work with their friends.

   This is a friends themed club. Some of you may have come to this club with a friend, and all of you will hopefully make more friends while in this club. Each activity, you will build a project to use, share or play with a friend. This friend might be the same person each time, or it could be a different person. If for some reason, a friend isn’t able to attend a club, you should still attend and participate.

3. 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.]

4. 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 video for activity 1. Follow the instructions in the videos.

5. 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.

6. [Optional] Host explains how to use sticky notes to ask questions.

   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]

7. Ask club members to begin.

   Are there any questions before we begin? [wait] Wonderful. You may begin.

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

9. 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 (4 minutes)

- After members have signed in to cs-first.com, they should begin watching the first video for activity 1. The first video introduces CS First Friends and describes some of the projects that club members will work on.
- During this time, the Gurus should circulate around the room and check that club members are on the correct theme (Friends) and video (Activity 1, Video 1).
After watching this video, club members should click the green arrow below the video to move to the next page (survey).

Watch Video 2 and Complete the Survey (10 minutes)

- After watching this video, club members will take a short survey about Computer Science.
- 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. 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 3 and Create (14 minutes)

- After watching this video, club 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). Club 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. 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?

- Help the club members get used to the "friends" theme by sharing projects with each other. Encourage them to show off their project to their friend.

  Cool! Has your friend seen this project? What did he/she think of it?

- Encourage club members to learn from each other.

  Have you seen your friends' project? What did you like about it? Is there anything from your friends' project you would like to incorporate into your project?

- 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.

   [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 (5 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 (2 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 (5 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 blocks did you use, and what did they do?
- Would anyone like to share something cool that they saw in a friend’s project?

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: Two Truths & A Lie

Overview
In this activity, club members create a game in which they tell two truths and a lie about themselves. Then, they let their friend guess which statement is the lie. In the process, club members learn about conditionals.

Volunteer Focus
- Encourage club members to work through difficult problems.
- Talk to each club member at least once.
- Encourage club members to share their projects with their friends.

Agenda Summary

<table>
<thead>
<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Introduction</td>
</tr>
<tr>
<td>2</td>
<td>Transition to Computer Time</td>
</tr>
<tr>
<td>3</td>
<td>Watch Video 1 and Create</td>
</tr>
<tr>
<td>7</td>
<td>Watch Video 2 and Create</td>
</tr>
<tr>
<td>15</td>
<td>Watch Video 3 and Create</td>
</tr>
<tr>
<td>5</td>
<td>Watch Video 4 and Create</td>
</tr>
<tr>
<td>4</td>
<td>Choose Add-Ons and Create</td>
</tr>
<tr>
<td>1</td>
<td>Start Wrap-Up, Share Projects in Scratch</td>
</tr>
<tr>
<td>2</td>
<td>Show Projects</td>
</tr>
<tr>
<td>5</td>
<td>CS First Reflection</td>
</tr>
<tr>
<td>2</td>
<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>2</td>
<td>Select Showcases</td>
</tr>
<tr>
<td>5</td>
<td>Club Discussion</td>
</tr>
</tbody>
</table>

Topics Introduced
- Conditionals

Topics Reinforced
- 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.

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].

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

6. Recap and review the last club activity (Explore).
   - Will someone please raise their hand and remind me what we did in our last activity?” Possible response: “We signed into Scratch and talked about what we had in common with our friends.”
7. Introduce this activity’s CS concept: conditionals.
   - In this activity, each of you will create your own Two Truths and a Lie game. In Two Truths and a Lie, you tell a friend three things about yourself, and the friend must guess which statement is a lie. [Optional example: tell your own two truths and lie, and ask club members to guess which one is a lie.] This game uses an important computer science concept called conditionals. Conditionals allow computers to make decisions. In two truths and a lie, you’ll use conditionals to check if your friend’s guess is correct.
8. Introduce showcase selector.

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 that you create, could be showcased to everyone next club! Are there any questions about the showcase selection? [wait for questions]

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 (3 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 (7 minutes)

- Some club members may have trouble coming up with ideas for their two truths and a lie. Ask them questions.

  What’s your favorite hobby? What have you accomplished in it? What’s your favorite school subject? Write those things, then change one of them to be a lie.
- Common problem: club members may use the "say" block to ask the question instead of the "ask" block. The "ask" block needs to be after the three "say" blocks.

Which block asks your friend a question? [the ask block] Make sure that your question is in an ask block, and not in a say block.

Watch Video 3 and Create (15 minutes)

This video brings up a new concept: conditionals. Encourage club members to thoroughly test their code. If they have correctly programmed the "if/else" block, the game will properly respond to both right and wrong answers.

Watch Video 4 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.

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.

Encourage club members to try out their friends' games. Note club members who have been particularly quiet during this club, and individually ask them to show you their projects and describe them. Then, after offering praise, ask him or her to show it to a friend.

Choose Add-Ons and Create (4 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 (2 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 (5 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 (2 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 (2 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 (5 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 conditionals used in computer science? [to make decisions]
- How did you use conditionals in your project?

Next club: Imaginator - Create a machine that imagines your friend's future!

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: Imaginuator

Overview
Club members build a program that imagines the future. When finished, club members play each other's games to guess their future!

Volunteer Focus
- Encourage club members to share their final project with their friends during the club.
- Encourage persistence and hard work, rather than speed of completion.

Agenda Summary

<table>
<thead>
<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Introduction</td>
</tr>
<tr>
<td>2</td>
<td>View Showcase Projects</td>
</tr>
<tr>
<td>5</td>
<td>Transition to Computer Time</td>
</tr>
<tr>
<td>3</td>
<td>Watch Video 1 and Create</td>
</tr>
<tr>
<td>10</td>
<td>Watch Video 2 and Create</td>
</tr>
<tr>
<td>20</td>
<td>Watch Video 3 and Create</td>
</tr>
<tr>
<td>0</td>
<td>Choose Add-Ons and Create</td>
</tr>
<tr>
<td>1</td>
<td>Start Wrap-Up, Share Projects in Scratch</td>
</tr>
<tr>
<td>2</td>
<td>Show Projects</td>
</tr>
<tr>
<td>3</td>
<td>CS First Reflection</td>
</tr>
<tr>
<td>3</td>
<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>2</td>
<td>Select Showcases</td>
</tr>
<tr>
<td>5</td>
<td>Club Discussion</td>
</tr>
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</table>
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 activity (Two Truths and a Lie).

   Will someone please raise their hand and remind me what we did in our last club session?” Possible response: “Last club session we created a game in which our friend guessed which statement we made was a lie.”

7. Introduce the Imaginator project.

   In this activity, you are going to create a machine that imagines a future for your friend. After programming your project, you can customize the images for your friend!

8. Introduce the CS concept: loops.

   The project will introduce an important computer science concept called loops. Loops allow actions on a computer to keep
9. Remind club members what to do if they don't have a friend for this activity.

Don't worry if you don't have a friend for this activity! You can work with and show your project to neighbors!

**View Showcase Projects (2 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 (5 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 (3 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 (10 minutes)
Common problem: Club members may use the wrong type of loop. Make sure they are using "repeat until," rather than "repeat" or "forever."

If not using a "repeat until" This loop runs a specific number of times. Try a loop that repeats until something happens. Do you see a loop like that in the control menu? [find repeat until] Try that instead. When do you want to repeat until? [my friend presses the space bar]. Cool! There’s a block for that in the "sensing" menu. Find it! Great!

Watch Video 3 and Create (20 minutes)
Common problem: make sure club members have placed the "wait" block at the beginning of the job sprite's code. This will ensure that the space bar doesn't stop both sprites from changing.

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.
   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 (2 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.

7. Actively encourage club members to share their projects with their friends and neighbors. If a club member does not have a friend present, ensure that they are not left out during the sharing process by testing out the program yourself or pairing them with another solo club member.

CS First Reflection (3 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 (3 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 (2 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 (5 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].
Discussion questions:

- What cool or interesting thing did you see on your friend's Imaginimator project?
- What does a loop do in computer science? [makes actions happen over and over again]
- What kind of loop did you use in your project? Why? [repeat until-- you don't know how many times you need to repeat changing the costume.]

Next club: The Story of Us: Tell the story of how you and your friend met.

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: Our Story

Overview
Club members create a story about how they met their friend while they learn about sequencing code.

Volunteer Focus
- Ensure club members do not get lost in design.
- Encourage club members to personalize and customize after they complete the core project.
- Allow club members to share their story with their friend or a neighbor during club time.

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<table>
<thead>
<tr>
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<th>Agenda Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Introduction</td>
</tr>
<tr>
<td>3</td>
<td>View Showcase Projects</td>
</tr>
<tr>
<td>2</td>
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</tr>
<tr>
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<td>Watch Video 1 and Create</td>
</tr>
<tr>
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</tr>
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</tr>
<tr>
<td>3</td>
<td>Show Projects</td>
</tr>
<tr>
<td>3</td>
<td>CS First Reflection</td>
</tr>
<tr>
<td>3</td>
<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>2</td>
<td>Select Showcases</td>
</tr>
<tr>
<td>5</td>
<td>Club Discussion</td>
</tr>
</tbody>
</table>

Topics Introduced
- Sequencing

Topics Reinforced
- Creativity
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 activity (Imaginator).
   - Will someone please raise their hand and remind me what we did in our last club session? How did your friend like your program?” Possible response: “Last club session we built a machine that imagined the future!”

7. Introduce “Our Story” and the CS concept: Sequencing.
   - In this activity, you will build a story about how you met your friend. Just like stories have a beginning, middle, and end that needs to be told in order, code needs to run in a specific order. That order is called a sequence.
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].

Watch Video 2 and Create (3 minutes)
Club members may get stuck designing and choosing characters. Encourage them to move on from this step.

Watch Video 3 and Create (5 minutes)
This project is very open-ended. Be prepared to offer club members extra encouragement to stay on task and help them build what they imagine.
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?

Choose Add-Ons and Create (20 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.

7. Actively encourage club members to share their projects with their friends and neighbors. If a club member does not have a friend present, ensure that they are not left out during the sharing process by testing out the program yourself or pairing them with another solo club member.

**CS First Reflection (3 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 (3 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 (2 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 (5 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 your friend's story?
- What did you find hardest about this project?
- What did you learn?

Next club: Design your future! Build a place you'll live in the future.

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: Design Your Future

Overview
Club members earn badges (stickers) by creating a project called “Design Your Future.” In this project, club members discuss their plans for the future and design a room. Club members receive badges for completing specific tasks and challenges. Gurus can find the badges in the kit materials. Award a badge for each module/badge completed. Club members may also help distribute badges. Club members are encouraged to help each other, but they should earn badges on their own computers.

Volunteer Focus
- Be positive, and award badges in a supportive manner that avoids making club members feel like they are being tested.
- Make sure all club members are working towards and earning badges.
- Emphasize the importance of persistence over speed or quantity of badges earned. This activity should be about making club members feel proud and successful.
- Encourage club members to work together and ask questions.

Agenda Summary

<table>
<thead>
<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Introduction</td>
</tr>
<tr>
<td>3</td>
<td>Showcase Projects</td>
</tr>
<tr>
<td>2</td>
<td>Transition to Computer Time</td>
</tr>
<tr>
<td>8</td>
<td>Watch Video 1 and Create</td>
</tr>
<tr>
<td>5</td>
<td>Watch Video 2 and Create</td>
</tr>
<tr>
<td>22</td>
<td>Earn Some Badges!</td>
</tr>
<tr>
<td>1</td>
<td>Start Wrap-Up- Share Projects in Scratch</td>
</tr>
<tr>
<td>3</td>
<td>Show Projects</td>
</tr>
<tr>
<td>2</td>
<td>CS First Reflection</td>
</tr>
<tr>
<td>4</td>
<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>1</td>
<td>Select Showcases</td>
</tr>
<tr>
<td>4</td>
<td>Club Discussion</td>
</tr>
</tbody>
</table>

Topics Introduced
- Events
- Parallelism

Topics Reinforced
- Sequencing
- Loops
- Movement
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").
☐ Make sure you have rectangular badges (stickers) to distribute. There are 6 pages of rectangular stickers included in your CS First kit. Badges can also be printed from the materials page.

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.
7. Introduce the activity: Design Your Future (badge activity).

Who can remind us what we built last club? Which blocks did you use? (Potential answers: Our Story, "Say" and "Wait" blocks).

In this activity, you will earn badges as you decorate your future room. A badge is a sticker you will receive for completing different tasks and challenges, which you will learn about later. You can place these badges on the activity 5 page in your passport.

8. Encourage club members to work on badges together. If club members don't have a partner, it's OK for club members to earn badges on their own.

While you're working, you may discuss badges with your friends and help each other. However, to earn a badge, you must program it on your own computer. Before you put up your sticky to earn a badge, make sure that your partner has completed the same badge. If you don't have a partner, It's ok for you to earn badges on your own.

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 (8 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].

Watch Video 2 and Create (5 minutes)

- Club members should create a sprite that introduces the room.
- Remind club often about timings from the Club Agenda.

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?”

Earn Some Badges! (22 minutes)

- A video introduces each badge. Ensure that club members watch the introduction before selecting badges to program.

There may be some confusion about badge activity, so walk around and answer any questions that club members may have about how to earn a badge or what specifically they should be doing.

- Check in with club members frequently, especially those who are not earning badges. Ask them about which badge they
are working towards, look at their code, encourage them to keep building, and make suggestions. It’s important for every club member to feel successful, and club members who don’t earn any badges, or who earn fewer than others, are at risk for feeling bad or left out.

- When a club member earns a badge, congratulate him or her, and comment on their fantastic code.
- When a member has earned a badge, peel off the sticker and give it to them. Club members can put badges in their passports or wherever they would like.
- If you aren’t sure if a member has earned a badge and don’t remember how to help them complete a particular badge, refer to the solution sheet or this club plan. If you still aren’t sure, award them the badge and be supportive and warm. Always err on the side of being congratulatory and awarding the badge to build club member confidence.
- Encourage club members who are quickly earning a lot of badges to help out their other club members who may be having difficulty. However, refrain from praising speed, and instead focus on effort.
- [optional] When a club member thinks they have earned a badge, they should put up a sticky get your attention.
- Badge distribution is a good opportunity to engage, encourage, and check for understanding. This section includes descriptions of what is involved in earning each badge, and you can see code samples on the solution sheets. However, this activity is not about “testing” members. It should be a positive, congratulatory experience. Even if a member’s code doesn't quite do everything required, you can still support them in finishing the code and earning a badge. Additionally, the functionality some members build may look different from the code samples. That's OK, and those members can still achieve the badge.
- **Badge and Requirements** - For each badge, ask the student which sprite earns the badge.
  - **Unexpected Guest**: Click the green flag and wait about 10 seconds for a sprite to appear unexpectedly.
  - **Interior Designer**: When you click the stage, the backdrop should change. Possible changes include color, whirl, pixelation, and brightness.
  - **Secret Collection**: This sprite should make copies of itself and spread across the screen.
  - **Party Button**: When you click the sprite, music should play and at least one other sprite should move or change.
  - **Nice Poster**: Look for a sprite with a square around it that does something once clicked.
  - **Free Throw!**: Look for a sprite that is getting thrown across the stage.

**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?
- What was the hardest badge that you earned?
- What did you like about your project once you finished?
- What kind of events did you use?

Next club: Work Together to Win

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: Work Together to Win

Overview
Club members each build a cooperative video game that requires two people to play. After they build the game, club members get to play it with a friend.

Volunteer Focus
- Encourage club members to talk with and help their clubmates.
- Encourage club members to persist through difficult problems.

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<table>
<thead>
<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
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</tr>
<tr>
<td>2</td>
<td>View Showcase Projects</td>
</tr>
<tr>
<td>1</td>
<td>Transition to Computer Time</td>
</tr>
<tr>
<td>3</td>
<td>Watch Video 1 and Create</td>
</tr>
<tr>
<td>6</td>
<td>Watch Video 2 and Create</td>
</tr>
<tr>
<td>4</td>
<td>Watch Video 3 and Create</td>
</tr>
<tr>
<td>8</td>
<td>Watch Video 4 and Create</td>
</tr>
<tr>
<td>10</td>
<td>Watch Video 5 and Create</td>
</tr>
<tr>
<td>8</td>
<td>Watch Video 6 and Create</td>
</tr>
<tr>
<td>0</td>
<td>Watch Add-Ons and Create</td>
</tr>
<tr>
<td>1</td>
<td>Start Wrap-Up- Share Projects in Scratch</td>
</tr>
<tr>
<td>3</td>
<td>Show Projects</td>
</tr>
<tr>
<td>2</td>
<td>CS First Reflection</td>
</tr>
<tr>
<td>2</td>
<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>1</td>
<td>Select Showcases</td>
</tr>
<tr>
<td>5</td>
<td>Club Discussion</td>
</tr>
</tbody>
</table>

Topics Introduced
- Variables
- Operators

Topics Reinforced
- Loops
- Conditionals
- Events

Resources
- [http://scratch.mit.edu/projects/3338](http://scratch.mit.edu/projects/3338)
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. Recap and review the last club activity (Interactive Room).
7. Introduce the CS concept: variables.

Will someone please raise their hand, and remind me what we worked on in our last club session?" Possible response: "We built an interactive room."

View Showcase Projects (2 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 (1 minute)

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 (3 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].

Watch Video 2 and Create (6 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?”

Watch Video 3 and Create (4 minutes)
Club members should watch the videos and build at their own pace. Some club members will work faster or slower than others. If you notice that club members are behind the timings in the agenda, work with them so that they’re able to finish that activity on time (the add-on selection page is not part of the core project). Periodically check for club members who are behind the timings in the agenda. Look at the video number on the CS First tab as an approximation of where a member is in their project.

Watch Video 4 and Create (8 minutes)
Possible issue: Too many clones may crash the computer, but won't harm it. If this happens, ensure that the "create clone" block is not under the "when I start as a clone" event.

Watch Video 5 and Create (10 minutes)
This is the first time club members have seen variables, which is a complicated concept. Praise club members for their hard work and perseverance.

You have worked hard and solved a lot of problems in your project. Way to keep trying even when you got stuck.

Watch Video 6 and Create (8 minutes)
Note: Characters and falling object sprites have several costumes. Point out that club members can customize their project if they'd like.

Watch 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.
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.

[Optional] Have a competition to see how many points friend pairs can score. Encourage club members to work together. Some club members may change their code to help them get points, so, for whoever wins, ask them how they won and how the code helped them.

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 (2 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 (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?
- How did you use variables in your project? [Example Response: To keep score.]
- What was the hardest part of your project? How did you overcome that difficulty?

Next club: Create a Company!

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: Create a Company

Overview
Club members brainstorm an idea for a company with their friend. Then, they each create a different advertisement for that company. Club members are encouraged to collaborate in their passports at the beginning of the club. Limit the brainstorming and collaboration part of the club to about 5 minutes. Once club members have an idea, they should return to their individual computers and start coding an advertisement project! If a club member does not have a partner for this activity, he or she is welcome to create a group of 3. Each club member should still create his or her own Scratch project about the company.

Volunteer Focus
- Ensure club members don’t spend too much time creating their company.
- Encourage persistence and hard work, rather than speed of completion.

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<table>
<thead>
<tr>
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<th>Agenda Item</th>
</tr>
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<tbody>
<tr>
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</tr>
<tr>
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</tr>
<tr>
<td>2</td>
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</tr>
<tr>
<td>10</td>
<td>Watch Video 1 and Complete the Survey</td>
</tr>
<tr>
<td>5</td>
<td>Watch Video 2 and Create</td>
</tr>
<tr>
<td>5</td>
<td>Watch Video 3 and Create</td>
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<tr>
<td>6</td>
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<td>0</td>
<td>Choose Add-Ons and Create</td>
</tr>
<tr>
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</tr>
<tr>
<td>3</td>
<td>Show Projects</td>
</tr>
<tr>
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</tr>
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</tr>
<tr>
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</tr>
</tbody>
</table>

Topics Introduced
- Parallelism

Topics Reinforced
- Persistence
- Creativity
- Events
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 (Work Together to Win).

Will someone please raise their hand, and remind me what we did in our last club session?” Possible response: “We created a cooperative video game”.

7. Introduce the CS concept: Parallelism.

In this activity, you are going to imagine a company with your friend. You'll each advertise the product that company makes to a different audience. Different things in your commercial will run off the same event. More than one piece of code running at a time is called parallelism, and it is really important in computer science.

8. Describe instructions for this activity (brainstorm in pairs).

There are two things in this activity that are different from other activities. First, you'll answer a survey just like you did during the first activity. Also, you usually spend the whole club on your computers, but in this activity, you'll have a chance to brainstorm your company in your passport.

View Showcase Projects (2 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 (10 minutes)

1. After members have signed in to cs-first.com, they should begin watching the first video for activity 7. This video introduces a brief survey. Once members finish 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 important for members to feel comfortable giving their honest opinions.

   How are you doing? [wait for response] Don't worry about getting all the answers right. Make your best guess, and move on so you can get to the more exciting part-- creating!

Watch Video 2 and Create (5 minutes)

This video encourages club members to brainstorm a company, a product, and two audiences for that product. Be vigilant about keeping club members on task, and move around the room as much as possible to check in with club members. Encourage their ideas; they may be hesitant. If a friends pair is disagreeing, help them come up with a product that combines both ideas. Keep the club going; don't let club members spend too much time on this task.

   What is your company going to sell? Cool! I'd buy that!

Watch Video 3 and Create (5 minutes)

Look for club members who are designing (adding sprites, backdrops, etc.), and encourage them to experiment with code. Encourage club members to think big and to be creative!

Watch Video 4 and Create (6 minutes)

Club members should watch the videos and build at their own pace. Some club members will work faster or slower than others. If you notice that club members are behind the timings in the agenda, work with them so that they're able to finish that activity on time (the add-on selection page is not part of the core project). Periodically check for club members who are behind the timings in the agenda. Look at the video number on the CS First tab as an approximation of where a member is in their project.

Watch Video 5 and Create (6 minutes)

Give specific praise about what you like about each club members' project.
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 (3 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 (3 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 (2 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 (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?
- Describe the company you created.
- What event started more than one thing?

Next club: Scrapbook

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: Scrapbook

Overview
Club members build a project to reflect on what they've learned and accomplished in CS First Friends. Encourage club members to reflect on ways they have built friendships in this club. Club members do not need a partner to complete this project.

Volunteer Focus
- Ensure that club members find success during the final activity and that they leave CS First having had a positive final experience.
- Successfully close the club by handing out certificates and thanking club members for their participation.

Agenda Summary

<table>
<thead>
<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Introduction</td>
</tr>
<tr>
<td>3</td>
<td>View Showcase Projects</td>
</tr>
<tr>
<td>2</td>
<td>Transition to Computer Time</td>
</tr>
<tr>
<td>5</td>
<td>Watch Video 1 and Create</td>
</tr>
<tr>
<td>5</td>
<td>Watch Video 2 and Create</td>
</tr>
<tr>
<td>20</td>
<td>Choose Add-Ons and Create</td>
</tr>
<tr>
<td>1</td>
<td>Start Wrap-Up- Share Projects in Scratch</td>
</tr>
<tr>
<td>3</td>
<td>Show Projects</td>
</tr>
<tr>
<td>2</td>
<td>CS First Reflection</td>
</tr>
<tr>
<td>4</td>
<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>10</td>
<td>Certificate Distribution and Final Thanks</td>
</tr>
</tbody>
</table>

Topics Introduced
- Reflection
- Curation
- "When backdrop switches to" block

Topics Reinforced
- Switching backdrops and scenes
- Sequencing with "show" and "hide"
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: Create a Company.
7. Introduce the project: Scrapbook.
   In this activity, you will create a scrapbook that reflects on all you've accomplished and learned in this club.

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 (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.
- 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 (5 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 that solving that problem took a lot of perseverance and courage!
- Common problem: Make sure the club members sequence the code correctly. On the narrator sprite, each thing the narrator says should start with a "When backdrop switches to" block and end with a "stop" block. The value in the stop block should be "other scripts in this sprite."

Choose Add-Ons and Create (20 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 "$
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.

Encourage club members to share their projects with people around them! This project is celebratory, and they may be eager to show off their work to others.

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

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.

Certificate Distribution and Final Thanks (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
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 Friends. 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.

   Take your passports 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.

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.).
- Turn off any equipment that you used (SMART Board, computer, etc).
- Turn off any lights and close door when leaving.