Club Plans
Sports

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

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

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Overview
The structure of this first activity allows club members to: establish a club culture, understand the scope of the club, learn CS First procedures, and begin to explore the Scratch programming interface. After club members learn about club expectations, they will explore Scratch and create their first program.

Volunteer Focus
- Create a welcoming and inclusive environment.
- Build a positive relationship with club members.
- Ensure that club members have a positive first experience with Scratch.

Agenda Summary

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

Topics Reinforced
- Persistence
- Working Together
Preparation

Important: Club members need your unique club code to sign in to www.cs-first.com/go. The agenda timer will display your unique code during the "Log-in" portion of today's activity, or you can find it by signing in and visiting www.cs-first.com/dashboard.

- Turn on all computers.
- Place passports on a table near the doorway.
- Place at each workstation:
  - 1 pair of headphones
  - 1 pen/pencil
  - 1 sticky note on the monitor [optional]
- Display the agenda timer. The agenda timer shows the time allotted to each section of an activity and advances as the club progresses to ensure that there is adequate time for members to complete all agenda items. The timer plays a sound as it advances to each item. Display the agenda timer on a projector (if one is available) or 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. Post stickies on the monitors of computers to show they are available, or turn over the keyboards of unavailable ones. You will still need to remind members when they enter where they can and cannot sit.
- Prepare to fill out roster. Your club dashboard (www.cs-first.com/dashboard) stores all usernames and passwords created for your club, but it does not store student names. While members are working, walk around and record usernames, passwords, and names, so you can fill out the roster for your records.
- Hang G+ poster in a visible location. [optional]

Agenda

Welcome to CS First (3 minutes)

1. Greet members at the door as they arrive.
   - Hello and welcome to CS First!

2. Ask members to pick up a passport and sit at an available computer.
   - Everyone please pick up a passport, and go to an available computer.

3. Once all members are seated, semi-privately ask those who are sitting alone to move to a computer near other members.
   - You need to sit near others to work on today's project. Would you mind moving to a seat where you can interact with other club members?

4. Stand at the front of the room and raise a hand (the CS First silent signal) to get member attention. Wait to proceed until you have all members' attention. If you don't have the full attention of all members after 7 seconds, repeat the request. Finally, make an indirect request to the remaining members.
   - [hand raised] Everyone please turn off your monitors, and direct your attention up here. [if needed after 7 seconds] I need everyone's monitors off and attention up here before we can start. [if needed after an additional 5 seconds] I'm still waiting on 2 members before we can begin... okay great!
Introduction to Gurus, Agenda, and Passports (6 minutes)

1. Introduce yourself/selves.

[example] Welcome to CS First! I am Mr. Smith, and I volunteered to help out with this Google CS First club. I teach eighth grade math, and in my free time I like to read.

2. Introduce and define Computer Science.

CS First is a computer science club. Raise your hand if you can tell me what computer science is. [possible responses: programming, coding, creating things with a computer, solving problems.] One way to define computer science is “Creating programs and solving problems using a computer.

3. Introduce the CS First theme.

In this CS First club, you’re going to build [name of theme] themed projects in the programming language Scratch. To do that, you’ll use the CS First website to watch instructional videos, and you’ll code your projects on the Scratch website. You’ll build a new computer program in each of the eight activities for this club.

4. Describe the agenda.

To find out what you’ll be doing during today’s activity, take a look at the agenda. We already covered the welcome and the introductions. Next, I’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 and start programming in Scratch.

5. Ensure that all club members have a CS First Passport.

You should have grabbed a CS First Passport when you came in. If you don’t have one, please raise your hand, and I’ll bring one to you. [wait]

6. Ask club members to hold off writing in the passport until after the introduction.

While I go over what’s inside this passport, follow along. Please do not write anything inside until I ask you to do so.

7. 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. Writing your sign in information here is very important. During that time, you’ll also fill out the ‘About Me’ section on the same page.

8. Introduce the club activity pages.

There is a page for each club activity. These pages describe the project you’ll build and include a place for the badge you’ll earn for that activity.

9. 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, you can store them in your passport.

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

Finally, these passports can also be name tents [hold the passport up to show proper name orientation]. Please write your name in big letters on the passport now.

11. Ask for questions.
Log In to Computers and Get CS First Sign In Information (8 minutes)

1. Introduce cs-first.com.

   In this club, you'll watch videos on cs-first.com to learn how to create the projects (or programs).

2. Introduce how to sign in.

   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 (found on your dashboard).

3. [for repeat clubs] Introduce sign-in process for repeat students.

   If you've been in a CS First club before, you'll still enter the club code for this club. Then, follow the instructions to reuse your username and password.

4. Tell club members to write down their username and password, sign in, and begin watching the first video.

   Once you have a username and password, write them down! You can then sign in and begin watching the first video for this activity. Follow the instructions in the videos for the rest of today's activity.

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 sign in and password, 4. Write down information, 5. Sign in and begin watching the first video.] If you forget what to do, the instructions are shown on the agenda timer.

6. Explain how to use sticky notes to ask questions. [optional]

   If you have a question while signing in or at any time during this club, place a sticky note on your monitor. [demonstrate] This lets the me know that you have a question. So, before we start, please take down your sticky note and only put 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 start? [wait] Wonderful. You may begin.

8. 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 start watching the first video. If club members aren't redirected to the first video, ask them to click "view materials" and the club theme.

   Now that you have your sign-in information, sign in and watch the first video.

Watch Video 1 (5 minutes)

- After club members have signed in to cs-first.com, they should begin watching the first video for activity 1. The first video introduces this club and describes some of the projects that club members will work on.
- Circulate around the room and check that club members are on the correct theme 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 members appear frustrated by the survey, tell them to try their best and that there are no right or wrong answers. It is more important for members to feel comfortable and welcome on the first day than to completely fill out the survey.

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

- If club members have questions about the survey content, 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 about things you'll learn about later in this club, so don't worry if you don't know the answers now.

Watch Video 3 and Create (14 minutes)

- After watching this video, members will have a chance to explore Scratch.
- Walk around the room, and fill out member names on the club roster you received with your CS First materials. Members should have their passports out with their CS First IDs and names on them. If they don't, please ask the club members 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 I know everyone who is in the club. May I see your passport? Thank you.

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

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

- 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 time 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?

- 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. [optional]

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

- Common problem: Club member can't change their backdrop. If this happens, it's most likely because the club member is selecting the sprite rather than the stage. This can be fixed by clicking on "Stage" (which is to the left of the Sprite) and clicking on the "Backdrops" tab (which is to the right of the "Scripts" tab) to select a different sports backdrop.
Choose Add-Ons and Create (0 minutes)

During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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! 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. 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 (You will see a "See project page" button in the top right corner of the project editor on projects members have shared.), encourage them to do so before they continue working on add-ons.

   I see that you’re working on the add-ons. Be sure to save your project, and click "Share" to make it available to the Scratch community.

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

1. Introduce the CS First wrap-up procedure.

   [silent signal] You’ll end each activity by sharing your project in Scratch, showing your project to a neighbor, filling out a reflection, and watching a final video to wrap up.

2. Instruct club members to click the wrap-up button on CS First and to share their project in Scratch.

   The first step in the wrap-up is to share your project in Scratch. Start by clicking the blue wrap-up button on the CS First website. Then, if you’d like to, share your project so that it’s viewable to anyone on the Scratch website. To do this, click the "Share" button at the top right of Scratch’s project editor. You can then give your program a title, instructions, and even credits. In one minute, you’ll share your project with your neighbors.

3. 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 want to share, that’s okay.

Show Projects (3 minutes)

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

   [silent signal] Can I have everyone’s attention up here, please?

2. Introduce showing time.

   After you’ve shared your project in Scratch, you will spend two minutes showing your projects to your neighbor or neighbors. Turn to someone near you, and show them your project. Explain what your project does and what, if anything, you plan to add to it. When someone shows you his or her project, be positive, and discuss the things you like about it.

3. Prompt club members to begin showing projects.
4. After you tell club members to begin showing, walk around 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 participate 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.

   [silent signal] 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. Now it’s time for the CS First club reflection and wrap-up video. Go back to the CS First site, click the ‘next’ arrow, and 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 part of the club, while members watch the wrap-up video, you will award participation badges (stickers). It may be helpful to find them now in your CS First materials.

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

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

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

   [silent signal] After you've completed your reflection, click the ‘next’ arrow on CS First to watch the wrap-up video. While you're finishing these final steps, I'll walk around and award the participation badges for this activity.

2. Ask club members to write a shout-out for a clubmate. [optional]

   After watching the wrap-up video, write a positive note to a clubmate on your sticky note. Thank someone who helped you, or call out a great project. Once you’ve written a shout-out, come place it on the G+ board.

3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their passports.

4. When the Agenda Timer indicates that 30 seconds remain in this section, remind club members about the time.

   You have thirty seconds remaining until we move on.

**Club Discussion (4 minutes)**

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

   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
3. Preview next activity.

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

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

At the end of each club, 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 seats. Once I see that all of your headphones are wrapped, we will all leave together. I look forward to working with you all again next time!

Discussion questions:

- What was your favorite part about this activity?
- What sport did you use to program your victory celebration?
- What blocks did you use in this activity, and what did they do?

Next club: Sports Commentary

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: **Sports Commentary**

**Overview**
Club members will create a dance, cheerleading, karate, or basketball performance competition. They will write the commentary for each of the competitors and learn about the computer science concept events.

**Volunteer Focus**
- Encourage club members to work through difficult problems.
- Talk to each club member at least once.

**Agenda Summary**

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**Topics Introduced**
- Events

**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 sticky note (on the monitor)
  - 1 pen/pencil
- 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 off monitors and remove headphones before starting. It is important that you enforce this rule or members will use the computers instead of interacting.

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

6. Recap and review the last club (Victory Celebration).

   Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last club session we signed into Scratch and made a sprite celebrate a goal.”

7. Introduce the CS concept: events.

   This activity will introduce an important computer science concept called events. Events are things that cause an action. In this case, keyboard presses will cause athletes to perform cool moves with commentary.

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. Remind members to use a sticky note if they have a question. [optional]
   - 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/firstday to watch an introductory video.
   - If today is your first time in this club, please begin by going to cs-first.com/firstday to watch the short introduction video.

Watch Video 1 and Create (3 minutes)

Immediately after asking members to begin watching the first video:
- Answer questions promptly so members can get started on the activity. 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 see 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 watching the wrong video. Politely and privately redirect these members to the correct video.

Watch Video 2 and Create (7 minutes)

- Make sure club members are snapping together Scratch blocks correctly.
  - See the tab at the bottom of this block that looks like a puzzle piece? See how there's a space for the tab at the top of this like a puzzle piece? [watch club members snap things together].

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

  I see that you've spent a lot of designing this project. Do you have any plans for how you want to code it? Why don't you try experimenting with different blocks to see what you can make it do?
Watch Video 3 and Create (15 minutes)

- Club members may need help deciding what to put into the say blocks. Prompt club members to think about what type of commentary they might hear on a sports program.

Watch Video 4 and Create (7 minutes)

- Common problem: club members may not have the correct key connected to the commentary. To fix this, select the athlete they want to comment on, check the event that makes it perform, and make sure the commentary uses the same key.

Choose Add-Ons and Create (4 minutes)

During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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! 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. 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 (You will see a "See project page" button in the top right corner of the project editor on projects members have shared.), encourage them to do so before they continue working on add-ons.

   I see that you're working on the add-ons. Be sure to save your project, and click "Share" to make it 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.
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.
   [silent signal] 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. Now it's time for the CS First club reflection and wrap-up video. Go back to the CS First site, click the 'next' arrow, and 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 part of the club, while members watch the wrap-up video, you will award participation badges (stickers). It may be helpful to find them now in your CS First materials.

Watch Wrap-Up Video (2 minutes)
[Note: While club members watch the wrap-up video, walk around and give out the participation badges (stickers) from your club kit to each club member that was present for this activity.]

1. Prompt club members to complete the Club Reflection, then move on to the Wrap-Up video.
   [silent signal] After you've completed your reflection, click the 'next' arrow on CS First to watch the wrap-up video. While you're finishing these final steps, I'll walk around and award the participation badges for this activity.

2. Ask club members to write a shout-out for a clubmate. [optional]
   After watching the wrap-up video, write a positive note to a clubmate on your sticky note. Thank someone who helped you, or call out a great project. Once you've written a shout-out, come place it on the G+ board.

3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their passports.

4. When the Agenda Timer indicates that 30 seconds remain in this section, remind club members about the 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. [optional]
   
   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 activity.
   
   Next club is on [day of next club (e.g. Monday)], and you will build [description of project].
4. Facilitate dismissal by asking club members to wrap headphones and shut down computers [ask club members to either leave headphones at their seats or drop them off while exiting].
   
   At the end of each club, 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 seats. Once I see that all of your headphones are wrapped, we will all leave
Discussion questions:

- What was your favorite part about this activity?
- How are events used in computer science? [Something that causes something else to happen]
- How did you use events in your project?

Next club: Net Sports

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.

...together. I look forward to working with you all again next time!
Activity 3: Net Sports

Overview
In this activity, members will create a fun and exciting net sports game, with a bouncing ball and an athlete.

Volunteer Focus
- Provide encouragement and ensure that CS First feels inclusive for all club members.

Agenda Summary

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<td>4</td>
<td>Club Discussion</td>
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</table>

Topics Introduced
- Conditionals

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

6. Recap and review the last club activity: Sports Commentary.
   - Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last club we created a dance/gymnastics/basketball/performance competition.”

7. Introduce this activity's CS concept: conditionals.
   - In this activity you will create an exciting net sports game with a bouncing ball and an athlete. The project will introduce an important computer science concept called conditionals. Conditionals allow programmers to tell computers how to make decisions.
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 the selected club members do not want to showcase their projects, you may ask for one or 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 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. Remind members to use a sticky note if they have a question. [optional]

   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/firstday to watch an introductory video.

   If today is your first time in this club, please begin by going to cs-first.com/firstday to watch the short introduction video.

Watch Video 1 and Create (8 minutes)

Immediately after asking members to begin watching the first video:

- Answer questions promptly so members can get started on the activity. 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 see 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 watching the wrong video. Politely and privately redirect these members to the correct video.
In this step, club members only remix the starter project and sign in. Encourage club members to move on after signing in.

**Watch Video 2 and Create (9 minutes)**

Check that members have opened the starter project. The Solution Sheet shows an example of a blank starter project.

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

**Watch Video 3 and Create (10 minutes)**

Remind members to pace themselves using the Club Agenda.

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

- Common Problem: If the program isn't working, double check that the color in the "touching color" block is correct. Click the box, then the color on the racket, then try again.

**Watch Video 4 and Create (10 minutes)**

- Common problem: If the sprite is turning upside-down, make sure there is a "set rotation style" block immediately after the "when flag clicked" block.

Remind members to pace themselves using the Club Agenda.

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

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

During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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! 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. 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 (You will see a "See project page" button in the top right corner of the project editor on projects members have shared.), encourage them to do so before they continue working on add-ons.

   I see that you're working on the add-ons. Be sure to save your project, and click "Share" to make it available to the Scratch community.
Start Wrap-Up – Share Projects in Scratch (1 minutes)

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

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

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

Show Projects (3 minutes)

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

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

2. Introduce showing time.

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

3. Prompt club members to begin showing projects.

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

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

CS First Reflection (2 minutes)

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

   [Silent signal] 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. Now it’s time for the CS First club reflection and wrap-up video. Go back to the CS First site, click the ‘next’ arrow, and 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.

   During the next part of the club, while members watch the wrap-up video, you will award participation badges (stickers). It may be helpful to find them now in your CS First materials.

Watch Wrap-Up Video (2 minutes)

[Note: While club members watch the wrap-up video, walk around and give out the participation badges (stickers) from your club kit to each club member that was present for this activity.]
1. Prompt club members to complete the Club Reflection, then move on to the Wrap-Up video.

   [silent signal] After you've completed your reflection, click the 'next' arrow on CS First to watch the wrap-up video. While you're finishing these final steps, I'll walk around and award the participation badges for this activity.

2. Ask club members to write a shout-out for a clubmate. [optional]

   After watching the wrap-up video, write a positive note to a clubmate on your sticky note. Thank someone who helped you, or call out a great project. Once you've written a shout-out, come place it on the G+ board.

3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their passports.

   You have thirty seconds remaining until we move on.

Select Showcases (1 minutes)

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

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

3. Explain showcase selector.

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

4. Run the showcase selector.

   Let's get excited! Let's press the "Choose a Showcase!" button and see who gets selected! And we have…

   CSF###!

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

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

6. Remind members to share their project.

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

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

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

Club Discussion (4 minutes)

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

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

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

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

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

Discussion questions:

- What was your favorite part about this activity?
- What does an “if” statement do in Scratch?
- How did you use “if” statements in your code in this activity?

Next club: Fitness Gadget Commercial

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: Fitness Gadget Commercial

Overview
In this activity, club members will create a commercial around one of four fitness gadgets: wristwear, eyewear, headwear, and footwear.

Volunteer Focus
- Encourage club members to be creative in imagining their custom fitness gadget.
- Encourage club members to work together and ask questions.
- Encourage club members to break big problems down into small pieces.

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<td>Choose Add-Ons and Create</td>
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</table>

Topics Introduced
- Modularity (adding many different components to a project)

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

6. Recap and review the last club: Net Sports.
   - Will someone please raise their hand and remind me what we did in our last club session? Possible response: “We programmed a net sports game using conditional statements.”

7. Introduce the CS concept: Broadcast.
   - In this activity, you'll create a commercial about a fitness gadget! A commercial can be a complex project with lots of code. To help make a big problem easier to solve, computer scientists break it down into smaller pieces. To do this, you'll use "broadcast" blocks, which lets one part of the program send a message to another. The code for your commercial will be split into different parts, and a main code stack will tell the different parts when to run.
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 the selected club members do not want to showcase their projects, you may ask for one or 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 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. Remind members to use a sticky note if they have a question. [optional]
   - 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/firstday to watch an introductory video.
   - If today is your first time in this club, please begin by going to cs-first.com/firstday to watch the short introduction video.

Watch Video 1 and Create (5 minutes)

- After watching this video, club members will need to choose one starter project with which to build their commercial. Ensure that club members select one starter project.
• Club members should delete one of the two android sprites in the starter project. Ensure that club members have only one android sprite before moving on to the next video.

**Watch Video 2 and Create (5 minutes)**

Encourage students to come up with a creative introduction to their commercial.

**Watch Video 3 and Create (10 minutes)**

• Club members may have trouble with the "go to" and "glide" blocks. Reinforce that the numbers in the blocks are coordinates. Drag the sprite to where it should go, then drag out the "go to" or "glide" block.
• Make sure club members place the "product demo" code in its own stack, that's triggered by a "broadcast and wait" block in the main "when flag clicked" stack.
• Common Problem: Look for students who use "broadcast" blocks instead of "broadcast and wait" blocks. In this common bug, the code will not "wait" to finish running before broadcasting the next message.

**Watch Video 4 and Create (8 minutes)**

• There are two stacks of code that run at the same time to produce the steadily increasing volume effect. The first stack plays the music, and the second steadily increases the volume. Ensure that both stacks of the code get triggered by the same "broadcast" block.
• Unlike the other steps, this step requires a "broadcast" block instead of a "broadcast and wait" block. If a "broadcast and wait" block is used, the rest of the code will never run.

**Watch Video 5 and Create (7 minutes)**

• Common Problem: Look for students who use "broadcast" blocks instead of "broadcast and wait" blocks. In this common bug, the code will not "wait" to finish running before broadcasting the next message.
• Encourage club members to customize the look of their showcase sprite after they finish coding its transition effect.

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

During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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! 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. 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 (You will see a "See project page" button in the top right corner of the project editor on projects members have shared.), encourage them to do so before
they continue working on add-ons.

I see that you’re working on the add-ons. Be sure to save your project, and click ”Share” to make it 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.

**Club Reflection (2 minutes)**

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

   [silent signal] 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. Now it’s time for the CS First club reflection and wrap-up video. Go back to the CS First site, click the ‘next’ arrow, and 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 part of the club, while members watch the wrap-up video, you will award participation badges (stickers). It may be helpful to find them now in your CS First materials.

Watch Wrap-Up Video (4 minutes)
[Note: While club members watch the wrap-up video, walk around and give out the participation badges (stickers) from your club kit to each club member that was present for this activity.]

1. Prompt club members to complete the Club Reflection, then move on to the Wrap-Up video.
   
   After you’ve completed your reflection, click the ‘next’ arrow on CS First to watch the wrap-up video. While you’re finishing these final steps, I’ll walk around and award the participation badges for this activity.

2. Ask club members to write a shout-out for a clubmate. [optional]
   
   After watching the wrap-up video, write a positive note to a clubmate on your sticky note. Thank someone who helped you, or call out a great project. Once you’ve written a shout-out, come place it on the G+ board.

3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their passports.

4. When the Agenda Timer indicates that 30 seconds remain in this section, remind club members about the 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).

   Everyone please turn your monitors off and direct your attention up here.

3. Transition to the showcase selector.

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

4. Run the showcase selector.

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

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

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

6. Remind members to share their project.

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

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

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


**Club Discussion (4 minutes)**

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

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

- Lead whole-club discussion.

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

- Preview next club.

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

- Exit.

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

**Discussion questions:**

- What was your favorite part about this activity?
- What did you like about your commercial once you finished?

**Next club: All-Star Passing Drill**

**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: All-Star Passing Drill

Overview
Club members will build an All-Star Passing Drill where they try to aim at moving receivers. In the process, they’ll learn how computers can react to what’s going on through the computer science concept called "sensing".

Volunteer Focus
- Encourage club members to work through difficult problems.

Agenda Summary

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<td>Select Showcases</td>
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<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.
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 off monitors and remove headphones before starting. It is important that you enforce this rule or members will use the computers instead of interacting.

Can someone please raise their hand, and tell me what we worked on last club? Possible response: “Last club session we created a commercial around one of four sports gadgets!”

7. Introduce this activity’s CS concept: sensing

In this activity, you’ll create a game that allows users to practice aiming passes. This project will introduce an important computer science concept: sensing. How do you use your senses? [pause for answers about seeing, hearing, felling things] Computers use their senses to improve the way people live, work and interact with each other.

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 the selected club members do not want to showcase their projects, you may ask for one or 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. Remind members to use a sticky note if they have a question. [optional]
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/firstday to watch an introductory video.

Watch Video 1 and Create (5 minutes)
Immediately after asking members to begin watching the first video:
- Answer questions promptly so members can get started on the activity. 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 see 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 watching the wrong video. Politely and privately redirect these members to the correct video.

Watch Video 2 and Create (10 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.
Common Problem: Make sure the "forever", "if then" and "repeat until" blocks are correctly nested together. Club members may have placed the blocks in the wrong order.

Watch Video 3 and Create (9 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?”

- Common Problem: Make sure the ball sprite turns left when the left arrow key is pressed and right when the right arrow key is pressed. Club members may have selected the wrong key press event from the dropdown.

Watch Video 4 and Create (7 minutes)

- Play the games that club members have created.
  - I can tell you worked hard on this! Creative use of [something interesting in their project].
- Reinforce what the club members learned while working on this project. Ask them questions about their project.
  - How do the receiver sprites know they've caught the ball? How does the ball know where to aim? When to pass?
Watch Video 5 and Create (4 minutes)

- Common Problem: Make sure the ball sprite's "touching color" block represents a color shared by each of the receiver's sprite. Club members may have changed the color of the receiver's sprite.

Choose Add-Ons and Create (0 minutes)

During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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 (You will see a "See project page" button in the top right corner of the project editor on projects members have shared.), encourage them to do so before they continue working on add-ons.

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 part of the club, while members watch the wrap-up video, you will award participation badges (stickers). It may be helpful to find them now in your CS First materials.

Watch Wrap-Up Video (4 minutes)

[Note: While club members watch the wrap-up video, walk around and give out the participation badges (stickers) from your club kit to each club member that was present for this activity.]
1. Prompt club members to complete the Club Reflection, then move on to the Wrap-Up video.
2. Ask club members to write a shout-out for a clubmate. [optional]
3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their passports.
4. When the Agenda Timer indicates that 30 seconds remain in this section, remind club members about the 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 about this activity?
• Name a place it is useful for a computer to sense something? [example: to play soccer]
• How did you use sensing in your passing drill? [Example Response: sensing if the ball touches the recievers then change costumes.]

Next club: Batter Up!

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: Batter Up

Overview
Club members will build a home-run-derby-style baseball game while learning about the computer science concept variables.

Volunteer Focus
- Encouraging club members to talk with and help their clubmates.

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Topics Introduced
- Variables
- "Repeat until" loop

Topics Reinforced
- Sensing
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 off monitors and remove headphones before starting. It is important that you enforce this rule or members will use the computers instead of interacting.
6. Recap and review the last club: All-Star Passing Drill.

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 where the player had to pass accurately to receivers.”

7. Introduce the CS concept: conditional statements.

In this activity, you will create a batting game that will calculate the player's batting average. The project will introduce the important computer science concept called variables. Variables are used to store data, which then can be used in calculations.

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 the selected club members do not want to showcase their projects, you may ask for one or 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. Remind members to use a sticky note if they have a question. [optional]
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/firstday to watch an introductory video.

Watch Video 1 and Create (4 minutes)
Immediately after asking members to begin watching the first video:

- Answer questions promptly so members can get started on the activity. 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 see 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 watching the wrong video. Politely and privately redirect these members to the correct video.

Watch Video 2 and Create (7 minutes)
Look for club members who are designing (adding sprites, backdrops, etc.), and encourage them to experiment with code.

Watch Video 3 and Create (8 minutes)
Remind members to pace themselves using the Club Agenda.

Watch Video 4 and Create (8 minutes)

- Variables can be a complicated concept. Encourage courage and persistence. To help club members find the bugs in their code, ask them questions about how the code changes the variable.
  - If the club member doesn't set the variable when the flag is clicked:
    - What value does the score start at? [Example response: 0] What value does it start at if you've played before?[Example response: Whatever the old score was] What block sets the value of the score? [Example response: "set <variable name> to"] Where would you put that block to have the score set at the beginning? [Example response: right after the "when flag clicked" block]
  - If the club member isn't changing the score:
    - What block will cause the score to change? [Example response: “change score by"] When do you want the score to change? [Example response: if the batter hits the ball"]? Where is this in the code? How much do you want the score to change by? [Example response: 1]

Watch Video 5 and Create (8 minutes)

- Common problem: Make sure the message that is sent at the end of the game is the message that the coach receives.
- Play the club members' games, especially if they ask you to. Be enthusiastic about each game!
Choose Add-Ons and Create (0 minutes)

During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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 (You will see a "See project page" button in the top right corner of the project editor on projects members have shared.), encourage them to do so before they continue working on add-ons.

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 part of the club, while members watch the wrap-up video, you will award participation badges (stickers). It may be helpful to find them now in your CS First materials.

Watch Wrap-Up Video (4 minutes)

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

1. Prompt club members to complete the Club Reflection, then move on to the Wrap-Up video.
2. Ask club members to write a shout-out for a clubmate. [optional]
3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their
4. When the Agenda Timer indicates that 30 seconds remain in this section, remind club members about the 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 today? [Example Response: I liked learning how to calculate the batting average.]
- How did you use variables in today's project? [Example Response: To keep track of how many times the player hit the ball.]
- What was the most difficult part about today's project? [Example Response: Getting the batting average formula right!]

Next club: Extreme Sports

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: Extreme Sports

Overview
Club members will build an extreme sports game in which a racer navigates an obstacle course for as long as possible.

Volunteer Focus
- Encouraging club members to stay on task.
- Encourage persistence and hard work, rather than speed of completion.

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Topics Introduced
- Loops

Topics Reinforced
- "Repeat until" loop
- Sequencing
- Conditionals
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 off monitors and remove headphones before starting. It is important that you enforce this rule or members will use the computers instead of interacting.
6. Recap and review the last club activity (Batter Up).

   Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last club session we made a baseball game that calculates a player's batting average!”

7. Introduce the CS concept: Loops.

   In this activity, you will create an extreme sports game. The project will introduce an important computer science concept called loops. You will use loops to create obstacles for your extreme sports athlete to avoid.

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 the selected club members do not want to showcase their projects, you may ask for one or 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. Remind members to use a sticky note if they have a question. [optional]
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/firstday to watch an introductory video.

Watch Video 1 and Complete the Survey (8 minutes)

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

   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 (4 minutes)

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

Watch Video 3 and Create (5 minutes)

Check that members have opened the starter project. The Solution Sheet shows an example of a blank starter project. Common problem: Club members may confuse x with y. In this project, the x-coordinate will stay the same, but the y-coordinate will change based on the mouse y block. Make sure the "mouse y" variable is in the y section of the "go to" block.

Watch Video 4 and Create (7 minutes)

Remind members to pace themselves using the Club Agenda.

Common problem: Club members may use the wrong repeat loop. They should be using the "repeat until" block with space a condition, rather than the "repeat" block with "space" as the value.

Watch Video 5 and Create (7 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?”
Common problem: If there are too many clones created in one project, some browsers may crash. If this is happens, that's okay. Encourage club members to increase the "wait" time so that fewer clones are created.

**Watch Video 6 and Create** (4 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.

**Choose Add-Ons and Create** (0 minutes)
During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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 (You will see a "See project page" button in the top right corner of the project editor on projects members have shared.), encourage them to do so before they continue working on add-ons.

**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 part of the club, while members watch the wrap-up video, you will award participation badges (stickers). It may be helpful to find them now in your CS First materials.
Watch Wrap-Up Video (4 minutes)

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

1. Prompt club members to complete the Club Reflection, then move on to the Wrap-Up video.
2. Ask club members to write a shout-out for a clubmate. [optional]
3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their passports.
4. When the Agenda Timer indicates that 30 seconds remain in this section, remind club members about the time.

Select Showcases (1 minutes)

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

Club Discussion (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 about this activity?
- What is the difference between a “forever” loop and a “repeat until” loop? [Example Response: A forever loop never stops. A repeat until loop stops when something specific happens.]
- How did you use a "repeat until" block in your project for this activity? [Example Response: The obstacle moves towards the left until it reaches the left edge.]

Next club: Post-Game Interview

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: **Post-Game Interview**

**Overview**
In the last club activity of CS First Sports, club members will build a project where they get interviewed about what they did and learned in this club.

**Volunteer Focus**
- Ensure that club members have a positive final club session and can successfully create a program.

**Agenda Summary**

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<tr>
<th>Time (mins)</th>
<th>Agenda Item</th>
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<td>Transition to Computer Time</td>
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<td>Start Wrap-Up – Share Projects in Scratch</td>
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<td>Watch Wrap-Up Video</td>
</tr>
<tr>
<td>10</td>
<td>Certificate Distribution and Final Thanks</td>
</tr>
</tbody>
</table>

**Topics Reinforced**
- Events
- Loops
- Sequencing
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 off monitors and remove headphones before starting. It is important that you enforce this rule or members will use the computers instead of interacting.
6. Recap and review the last club: Extreme Sports.

   Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last activity we created a extreme sports game in which a racer navigates an obstacle course for as long as possible.”

7. Introduce the activity: Post Game Interview.
   - In this activity, you will create a project where you get interviewed about what you've accomplished did 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 the selected club members do not want to showcase their projects, you may ask for one or 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. Remind members to use a sticky note if they have a question. [optional]
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/firstday to watch an introductory video.

Watch Video 1 and Create (5 minutes)

1. Discuss with students which sprites they select to be their athlete.

Watch Video 2 and Create (5 minutes)

1. Sequencing say blocks between sprites can be difficult. As you walk around, look for projects where both sprites are talking at the same time. Help these students sequence the "say" and "wait" blocks such that both sprites never talk at the same time.
2. Offer ideas for post game interview conversations. Creating talking points can be difficult, so you may want to prompt some club members with different ways of thinking about the conversation.
3. Take pride in your club members’ work.

Choose Add-Ons and Create (20 minutes)

During this time, members customize their projects by trying some add-ons. Add-ons allow members to explore programming concepts and features as they follow the guidance and instruction in the videos.

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Watch Wrap-Up Video (4 minutes)

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

1. Prompt club members to complete the Club Reflection, then move on to the Wrap-Up video.
2. Ask club members to write a shout-out for a clubmate. [optional]
3. Circulate around the club, and pass out participation badges. Club members can stick the badges in their passports.
4. When the Agenda Timer indicates that 30 seconds remain in this section, remind club members about the 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 people wrote on your way out of the classroom today.

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 Sports. 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
9. Tell club members that they get to keep their passports.

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

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

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

11. Thank the club members for participating.

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

12. Dismiss the club.

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

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

Reflection Questions:

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

After members have exited the room:

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