Club Plans
Storytelling

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

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

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Activity 1: Explore

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.
    
    Are there any questions about your passports before we move on?
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 and Complete the Survey (10 minutes)

- After members have signed in to cs-first.com they should begin watching the first video for the day. This video introduces a brief survey. Once members have finished the survey, they should switch back to cs-first.com and move on to the next video.
- During this time, it's important to circulate around the room. On day 1, many members may have difficulty pacing themselves and progressing through the club agenda.
- If members appear frustrated by the survey, tell them individually 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 2 and Create (5 minutes)

- If members haven't finished the survey, encourage them to complete it and move on to the next video.

[to the whole club] If you are still working on the survey, please take a minute to finish it, then move on to the next video.

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

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

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.

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.

   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 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.
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

   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 together. I look forward to working with you all again next time!

Discussion questions:

- What was your favorite part of this activity?
- What did you program your story to do?
- What blocks did you use during this activity, and what did they do?

Next club: Dialogue

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: Dialogue

Overview
Club members create a story in which two characters talk to each other without using questions.

Volunteer Focus
- Encourage club members to talk with and help their clubmates.
- Develop and maintain a club routine by closely following the club agenda.

Agenda Summary

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Topics Introduced
- Sequencing
- Statements ("say" and "wait" blocks)
Preparation

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

Agenda

Introduction (5 minutes)

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

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

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

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

5. Have all members turn 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. Once you have all members’ attention and all monitors are off:

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

7. Recap and review the last club activity: Explore.
   - 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 Scratch Cat story.

8. Introduce the activity’s CS concept: sequencing.
   - In this activity, you will create a story using dialogue. Can someone please raise their hand, and tell us what dialogue is? (conversation between 2 or more characters). This project will introduce an important computer science concept: sequencing. Sequencing means to put things in order. Both computer scientists and storytellers use sequencing.

9. 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 you create in this activity could be showcased to everyone next club! Are there any questions about the showcase selection? [wait for questions]

Transition to Computer Time (3 minutes)

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

2. 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 (7 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)

• Circulate around the club and discuss with club members the story starter that they've selected. Encourage those who are slow to start by expressing interest in their projects and ideas.
   Look for club members who are designing (adding sprites, backdrops, etc.), and encourage them to experiment with code.
   I see that you've spent a lot of designing this project. Do you have any plans for how you want to code it? Why don't you try experimenting with different blocks to see what you can make it do?

Watch Video 3 and Create (20 minutes)

• In this step, club members should be attempting to build dialogue between two characters. Encourage members to read and test their code often to find sequencing problems.
   • Encourage club members to take a moment to see what their clubmates are working on. Often, praising specific parts of a club member's project can draw their neighbor's attention (e.g. "That's a funny story that you have going there" or "I
like the relationship that you're starting to build between those two characters."

- Take a moment to visit club members to whom you haven't talked yet.

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.

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.

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)

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 together. I look forward to working with you all again next time!
Discussion questions:

- What was your favorite part of this activity?
- What was challenging about sequencing your code?
- What was most interesting about your story or a neighbor's story?

Next club: Dynamic Setting (creating a stormy day).

After members have exited the room:

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

Overview
For this club activity, members create a dynamic stormy day setting, complete with rain and lightning. After developing a setting, club members program a stormy day story.

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

Agenda Summary

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Topics Introduced
- Loops (repeat and forever)
- Randomness

Topics Reinforced
- "Move" blocks
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: Dialogue.

   Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last club we created a dialogue-driven story.”

7. Introduce the activity’s CS concept: Randomness and Loops.

   In this activity you will create a story using randomness and loops. Can someone please raise their hand, and tell what it means if something happens randomly? (in no pattern or order).
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)

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.
Reinforce the sticky note question asking method when you see club members raising their hands.

Please remember to post a sticky on your monitor when you have a question.

Watch Video 2 and Create (6 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].

- Common problem: The rain moves off the stage and is difficult to retrieve. If a sprite is ever out of view (preventing you from dragging it), click a "go to" block with x and y values of 0 (in the motion menu). This will move the sprite to the middle of the stage.
- Common problem: A club member wants to reorder the layering of sprites (either the earth sprite is on top of the rain, or the rain sprite is on top of the earth). To set a sprite to the front stage position, select the looks menu, and click "go to front."

Watch Video 3 and Create (7 minutes)

- Common problem: the backdrop is "stuck" on the lightning flash. If this happens, it's simply because the program ended with the lightning backdrop shown. This can be fixed by placing a "change backdrop to: night sky" block after a "when flag clicked" block. Or, simply click the stage, select the backdrops tab, and select the night sky.

Watch Video 4 and Create (7 minutes)

- In this step, club members will need to place a loop within a loop. The ordering of these instructions can be confusing (especially to novice programmers). If you notice club members have difficulty sequencing these instructions, an easy way to help is to ask them to read the inner loop first, then the outer loop. The inner loop should make the lightning flash by changing backdrops. The outer loop should make that lightning flash at random times throughout the program.

Watch Video 5 and Create (10 minutes)

- This video is quite different from the other videos, in that it doesn't guide club members through a project. Instead, it asks club members to create a story on top of this stormy day setting. It is important to check in with club members as they treach this step to discuss the story they're working on. Coming up with stories is challenging! If club members are having difficulty, suggest they start by using "say" blocks, and see where the story takes them.

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.
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.

**Select Showcases (1 minutes)**

1. Display showcase selector on board (follow the link at the top of this club plan).
2. Get everyone's attention using the silent signal and request that club members turn off their monitors. Ensure that all monitors are turned off before beginning (club members won't need to use their computers again during this club).
   - [Hand raised] Everyone please turn your monitors off and direct your attention up here.
3. Explain showcase selector.
   - This is the showcase selector. At the end of each activity, we'll pick two projects to showcase at the beginning of next club. If your project is selected, we'll display it up here on the projector next club and everyone will get a chance to enjoy it!
4. Run the showcase selector.
   - Let's get excited! Let's press the "Choose a Showcase!" button and see who gets selected! And we have… CSF###!
5. Using the club roster, find and say the names of the club members selected.
   - Wonderful! CSF### is... [name]! I’m really looking forward to seeing [member names] projects next club.
6. Remind members to share their project.
   - If you were one of the members selected, make sure that we'll be able to see your project by clicking the share button at the top of the project editor. If you didn't do that for this project, make sure you do it first thing at the start of next club.
7. Tell members what to do if they don't want their project shown.
If you were selected, but you don't want your project shown next club, please see me after this club or before the beginning of next club.

**Club Discussion (4 minutes)**

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

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

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

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

**Discussion questions:**

- What was your favorite part of this activity?
- What does it mean if something happens randomly?
- What do loops do? (repeat instructions)
- Tell me about the story you built in a stormy day setting.

Next club: Premise (This is a badge activity! Club members will have a chance to earn badges, or stickers, for completing programming challenges.)

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: Premise - Badge Activity!

Overview

In this activity, club members build a story around one of four premises. While building these stories, members earn badges for coding particular elements. A badge is a rectangular sticker that club members receive for completing different tasks and challenges. The badges are in a folder marked "badges/stickers" and should be awarded each time a club member indicates that he or she has completed the specific tasks described in the video.

Volunteer Focus

- Promote a positive atmosphere by praising hard work, rather than speed.

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Topics Introduced

- Modularity (adding many different components to a project)
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: Stormy Day Setting.

   Will someone please raise their hand and remind me what we did in our last club session?" Possible response: “We built a stormy day setting with randomness and loops.”

7. Introduce badge activity.

   This activity is different from other CS First club sessions-- it's a badge activity. After you watch the first video, you'll select one of four different starter stories. Then, rather than being guided through a project, you'll pick which pieces you want to add to your story. For each challenge you complete, you'll earn a badge. A badge is a sticker that you can put in your CS First passport on the activity four page. Once you've completed a challenge, put a sticky note on your monitor so that I can award you a badge. Are there any questions?
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)

- After watching this video, club members will choose one starter project with which to build their story. Ensure that club members select one starter project, then move on to the next page.
Earn Some Badges! (27 minutes)

- On the top of this student page is a video that introduces each badge. Ensure that club members watch this before selecting badges to work on. There may be some confusion about this new process, so walk around and answer any questions that club members may have about how to earn a badge or what specifically they should be doing.
- Check in with members frequently, especially those who are not earning badges. Ask them about which badge they are working towards, look at their code, encourage them to keep building, and make suggestions. It's important for every club member to feel successful, and club members who earn no badges, or who earn fewer than others, are at risk for feeling bad or left out.
- When a club member earns a badge, congratulate him or her, and comment on their fantastic code.
- When a member has earned a badge, peel off the sticker and give it to them. Club members can put badges in their passports, or wherever they would like.
- If you aren't sure if a member has earned a badge and don't remember how to help them complete a particular badge, refer to the solution sheet or this club plan. If you still aren't sure, award them the badge and be supportive and warm. Always err on the side of being congratulatory and awarding the badge to build member confidence.
- Encourage members who are quickly earning a lot of badges to help out their other club members who may be having difficulty. However, refrain from praising speed, and instead focus on effort.
- [Optional] When a club member thinks they have earned a badge, they should put up a sticky get your attention.
- This activity is a good opportunity to engage, encourage, and check for understanding. Below, you will find descriptions of what is involved in earning each badge, and you can see code samples on the solution sheets. However, this is not about "testing" members to see if they get a badge. This activity should be a positive, congratulatory experience, even if the member's code doesn't quite do everything required - you can still support them in finishing the code and earning a badge. Additionally, the functionality some members build may look very different than the code samples. That's OK, and those members can still achieve the badge.
- Slide to the Left: Badge requirements: Look for an orange variable block as the value for a block that changes something about the sprite (volume, size, color, anything). That block should be inside a forever loop.
  - When checking to see if the club members have earned a badge, change the value in the slider, and watch what happens to the sprite.
- Dynamic Dialogue: Badge requirements: Look for two sprites that talk to each other.
- Deus Ex Machina: Badge requirements: Look for a sprite that wasn't in the starter project that saves the day in the story.
- Director: Badge requirements: Use a keypress to make something happen in the story.
  - Ask club members which key to use, and press it to make something happen!
- Close Quarters: Badge requirements: Look for an "if touching sprite" condition where something happens.
  - Club members may not realize that they need to put the "if" inside a loop to keep asking if the characters have touched each other.
- Rising Action: Badge Requirements: Look for the orange "change by block" connected to some block that sets an attribute inside a loop.

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.

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.
Select Showcases (1 minutes)

1. Know your CS First ID.
2. Celebrate the projects selected!

Club Discussion (4 minutes)

- Briefly review and highlight some G+ posts that club members made.
  - Let's look at some of the G+ shout-outs that club members received for their work during this activity. [Read a few G+ shout-outs aloud].
- Lead whole-club discussion.
  - Finally, let's discuss what you learned during this activity. [Read "discussion questions" below].
- Preview next club.
  - Next club is on [day of next club (e.g. Monday)], and you will build [description of project].
- Exit.
  - Once your headphones are wrapped up and your computers are shut down, we will all leave together. I look forward to working with you again next club!

Discussion questions:

- What was your favorite part of this activity?
- What was the hardest badge that you earned?
- What did you like about your story once you finished?

Next club: Characterization

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: Characterization

Overview
In this activity, club members create a story in which one character narrates another character's actions and thoughts.

Volunteer Focus
- Encourage club members to turn the starter project into their own unique story.

Agenda Summary

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Topics Introduced
- Broadcast

Topics Reinforced
- Sequencing
- "Looks" blocks
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 activity: Premise (Badge Activity).
   - Will someone please raise their hand and remind me what we did in our last club session?” Possible response: “Last club we earned badges while learning about premise.”
7. Introduce characterization.

In this activity, you will learn about characterization and the computer science concept: broadcast. Characterization is how you tell and show your audience who a character is. A character's actions can tell the audience a lot about who they are. Broadcast is a way of programming sprites to communicate with each other. You'll use broadcast in this activity to allow a narrator to send a message to a sprite when it should run code.

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 (7 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.

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

Watch Video 2 and Create (7 minutes)

- Club members aren't asked to code in this section. Instead, they sequence actions for the character in their story
  - Why is the dinosaur dancing? Will the dinosaur dance or breath fire first? Why?
- Club members may get stuck planning their story. Encourage them to start with whatever ideas they have. Remind them that there are no wrong answers.
- Encourage club members to create their own story, and not just recreate the one presented in the videos.
  - Use your own ideas and imaginations to create your story!

Watch Video 3 and Create (7 minutes)

- Club members may get confused as to which blocks should go with each sprite. The narrator (cat) sprite should have a lot of "say" blocks and "broadcast" blocks. No code is added to the dinosaur sprite during this video.
- Club members' projects will differ from each other in this activity. Watch the members' stories. Encourage them.
  - So, what have you written so far? I love how you added ____.

Watch Video 4 and Create (7 minutes)

- All code from this video will be for the dinosaur sprite. At the end of this video, the code won't run in the project unless club members click on it. The code will be integrated into the story in the next video.
- Watch club members' stories, and express your enthusiasm for them.

Watch Video 5 and Create (7 minutes)

- Common problem: Make sure the narrator broadcasts the message with a "broadcast" block, and that he dinosaur sprite receives it with a "when I receive" block.
If the dinosaur doesn't walk, club members may have forgotten to change the message being sent and received. Make sure they have created a separate message for "walking."

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 of this activity?
- How did you use broadcast in your story?
- How would you describe the dinosaur character you used in your story?

Next club: Interactive Story

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: Interactive Storytelling

Overview
In this activity club members create a story in which the audience can make a decision.

Volunteer Focus
- Encourage club members to use all available resources (videos, hint sheets, each other) to help them persevere through problems.

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</table>

Topics Introduced
- Conditionals ("if/else" block)

Topics Reinforced
- 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.
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: Characterization.
7. Introduce interactive storytelling.

    Will someone please raise their hand and remind me what we did in our last club session?” Possible response: “Last club we learned about characterization and broadcast.”

8. Introduce interactive storytelling.

    In this activity, you will learn about interactive storytelling and the computer science concept: conditionals. In an interactive story, the audience gets to decide what happens next. Interactive stories can be programmed with conditionals, which allow the computer 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.
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.
- Club members need to choose two more backdrops for their story.

Watch Video 2 and Create (7 minutes)

- Club members should only have one block in their code: the light blue "ask" block.
- Show club members that what they type at the box in the bottom changes the value of "answer."
  - If they can't see the value of "answer" in the top left corner of their screen, go to the sensing menu, and click the checkbox next to "answer."

Watch Video 3 and Create (8 minutes)

- Club members should have placed an orange "if/then" block under the "ask" block. The condition should read: "if answer = yes." The presence of other blocks in the code may confuse club members. Focus them on the blocks that affect the condition and what occurs when the user answers.

  What is this block doing? Which block helps the program decide what backdrop to go to? Which backdrop will show if the user says "yes" to going through the secret door? How do you get the program to go to that backdrop? ["change backdrop to"] Where should you put that "change backdrop to" block? Which backdrop will show if the user doesn't say "yes?"

- Possible problem: If the condition contains spaces that aren't in the answer, the program won't work. For example, "yes" does not equal "yes."
- Possible problem: The "switch backdrop to" block has the wrong backdrop selected. Have club members compare the name of the backdrop to the backdrop selected in the dropdown.
- Encourage club members to show you what they have working so far. Ask what is making the program work.

  [point to if/else] What does that block do? Woah, that's really cool!
Watch Video 4 and Create (15 minutes)
Encourage club members. Remind them that there are no wrong answers. Ask to see their projects and ooh and ahh over them.

Can I see your story so far? I can tell you worked really hard on _____. Great creativity!

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 this activity?
- How did you use an if/else statement in your project?
- What did you program in each world you created?

Next club: Personal Narrative

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: Personal Narrative

Overview
This activity requires club members to create a personal narrative based on one of three story starters.

Volunteer Focus
- Encourage club members to stay on task.

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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: Interactive Storytelling.

Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last club we created an interactive story while learning about conditionals (if statements)”

7. Introduce the activity’s storytelling concept: Personal Narratives.

For this activity, you will create a personal narrative, which is a story about you! To do this, you'll incorporate all of the computer science concepts that you've learned over the past club activities.

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 (10 minutes)

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

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

Watch Video 2 and Create (5 minutes)

- Club members may get lost trying to pick a story starter. Encourage them to pick one. Make sure they realize there are no wrong answers, and that programming stories requires exploration and experimentation.
- Check out club members' projects! Compliment them on what they have so far.

   What do you have so far? I can't wait to find out what happens next! Neat creative use of __

- Look for students who seem lost. Go to a place where you can see all computer screens and find people who seem to have a lot of unrelated blocks on their screen, or who have nothing at all.

   What do you want to happen next? What does this block do?

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.

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 of this activity?
- What did you program your story to do?
- What types of blocks did you use in your story?
- Did you use any blocks for this activity that you haven't used before?

Next club: Reflection Project

**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: Reflection

Overview
In this activity, club members build a project that reflects on all that they've learned and accomplished in CS First Storytelling.

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

Agenda Summary

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<td>Watch Wrap-Up Video</td>
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<tr>
<td>10</td>
<td>Certificate Distribution and Final Thanks</td>
</tr>
</tbody>
</table>

Topics Introduced
- Reflection

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

Note: At the end of this activity club, 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 activity: Personal Narrative.
7. Introduce the activity’s project: A Reflection Story.

   Will someone please raise their hand and remind me what we did in our last club session? Possible response: “Last club we created a personal narrative that incorporated all of the computer science concepts we learned in this club!”

8. Introduce the activity’s project: A Reflection Story.

   In this activity you will create a story where you get to reflect on all that you’ve accomplished and learned in this club.

View Showcase Projects (3 minutes)

[For instructions on finding and selecting showcases, see the "Preparation" section of this club plan. Remember that club members can opt out of having their projects shown. If 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)

- The video leaves this project very open. If club members are out of ideas, encourage them to check out the add-ons
  
  Check out the add-ons to see if any of them interest you.

- Compliment club members’ projects, focusing on the blocks they used.
  
  I can tell you worked really hard on this! How did you get ___ to happen?

- Provide support.
  
  Keep trying! Computer programmers rarely get exactly the results they want the first time. I can tell solving that problem took a lot of perseverance and courage!

Choose Add-Ons and Create (25 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.
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CS First Reflection (2 minutes)

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[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.]

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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 room today.
3. Transition into certificate distribution.
   To celebrate all your hard work in this club, each of you will receive a certificate for your successful completion of CS First Storytelling. When I call your name, please stand up, walk to the front, shake both Gurus’ hands, and receive your certificate. Please hold your applause until everyone’s names have been called, then we will all clap and cheer together.
4. Call up individuals to receive their certificate, shake their hand, and thank them for their participation.
5. After all individuals have been called up, ask for a round of applause for everyone.
   Can we have a round of applause for everyone?
6. Ask the reflection questions below.
   Let’s all take a moment to reflect on what you’ve learned and enjoyed in CS First.
7. Remind club members that they can continue to work in Scratch and seek out CS opportunities after this club ends.
   Remember that after this club ends you can continue to work in Scratch. Your CS First username and password are yours to keep.
8. Remind club members to look for CS courses in high school and college.
If you've enjoyed what you've worked on in this club, you should seek out computer science courses and clubs in high school and college. With more exposure to computer science, you may find that computer science is a career that you want to pursue.

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

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

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.

Discussion 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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