

Block 3 – MTP - Ethara 2022

<u>Block</u>	<u>Unit</u>	<u>Objectives</u>	<u>Activities</u>	<u>Vocabulary</u>
3	F1 Ethara - STEM Programming Computer Science	<ul style="list-style-type: none"> • Create and edit computer programs in Scratch • Use loops in a program so that commands are repeated • Use join operators in Scratch to concatenate strings • Use the random operator in Scratch to choose random times • Use the multiplier operator in Scratch • Evaluate a program, identify mistakes and debug accordingly 	<u>Scratch</u> <ul style="list-style-type: none"> • Students review their programming skills in Scratch 3.0 by creating a reaction time game from pre-prepared instructions. • Students continue to expand their programming skills in Scratch 3.0 by designing a reaction time game to help prepare for F1 Ethara. • Students create livery for F1 Ethara racing cars using PowerPoint and Cameo cutting machine 	Algorithm Program Loop If/then/else Variable Command Block Sprite Background Backdrop