CANADA LEARNING CODE

Bario LeBlieux

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Duration: 90 minutes

LEVEL	SUBJECTS	PROVINCES / TERRITORIES	TOOL
Grades 4-6, 7-8	French as a second language, Social Studies	Across Canada	Scratch

Overview

Using the story of Bario LeBlieux, written by Dustin Milligan and illustrated by Cory Tibbits, students will see how language affects Bario's life and his personal efforts to preserve his ability to speak French.

Prep Work

- Review the example Scratch lesson: **scratch.mit.edu/projects/249877903/**
- Print the solution sheet ahead of time: **bit.ly/bario-solution**
- Borrow (or purchase) the book: "Bario LeBlieux" by Dustin Milligan

Lesson

This lesson was made in partnership with Dustin Milligan, Cory Tibbits and DC Canada Education Publishing

DCCED

Key Coding Concepts

- ✓ Conditionals
- ✓ Events
- ✓ Loops

Curricular Connections

Use of personal, social and cultural background and experiences to interpret texts

Discussions, with guidance, of whose voices are heard and whose are missing in a text.

References

French Language in Canada

Resources

Charter for Children

To learn more about the Charter visit Historica Canada's Canadian Encyclopedia **here.**

Introduction

Read Bario LeBlieux as a class. Ask the class the questions at the back of the book.

Beginning in the 1960s French language rights began to be protected across several provinces. The Canadian Constitution, adopted in 1982, guaranteed language rights across Canada.

New Brunswick is the providence that did the most to protect French language. **Read more about French in Canada here.**

- Why is preserving the French language so important?
- From the story, why was Bario's grand-papa sad in the dream?
- What have some provinces done to protect his language and culture?
- From the book, what would happen to Bario if the Schoolberry Board decided that he could not take his classes in French at school?

Code Along

- Open up a new Scratch project at scratch.mit.edu and click on "create" (top, left corner).
- Point out the main elements: Stage, Sprites, and Scripts (especially the "sounds" category). Demonstrate how to drag and connect blocks.
- Give learners a few minutes to click on blocks and explore.
- Go through 1-2 challenges with the group, where learners are tasked with trying to make something happen in Scratch. For example, "Try to make Scratch move" or "Try to make Scratch say something when the space key is pressed" (See the Code-Along Challenges doc (http://bit.ly/scratch-challenge-solutions-doc) for more examples and solutions)

Activity

Show the **example project** so learners know what they are working towards. Ask them what they see/hear - what is happening in this project?

Open the **starter project** (**bit.ly/bario-starter-en**) and review the Sprites and backgrounds.

Have learners open the starter project on their screens and click "REMIX."

Use the **Solution Sheet** to guide learners through the following steps:
- Make Bario say something
- Ask a question
- Keep asking (loops!)
- Correct answer
- Ask more questions
- Make more friends appear
- You win!
- And any Add-Ons, if time

Assessment

Use the **critical thinking skills continuum** to assess students answers to the questions posed after reading Bario LeBlieux.

Have students test each other's trivia games to see what new question their classmates have added in.

Extensions

- Have students write trivia questions of their own to add.
- Have students add drawings of their own bleuets that look like members of their class, hockey team, or neighbourhood.
- Record a success song to play at the end of the game!
- How could students keep score of correct answers?

Bario LeBlieux

STEP 1: Open the Starter Project

1. Sign in to Scratch: scratch.mit.edu
2. Open the starter project: **bit.ly/bario-starter-en**
3. Remix the project & change the project name
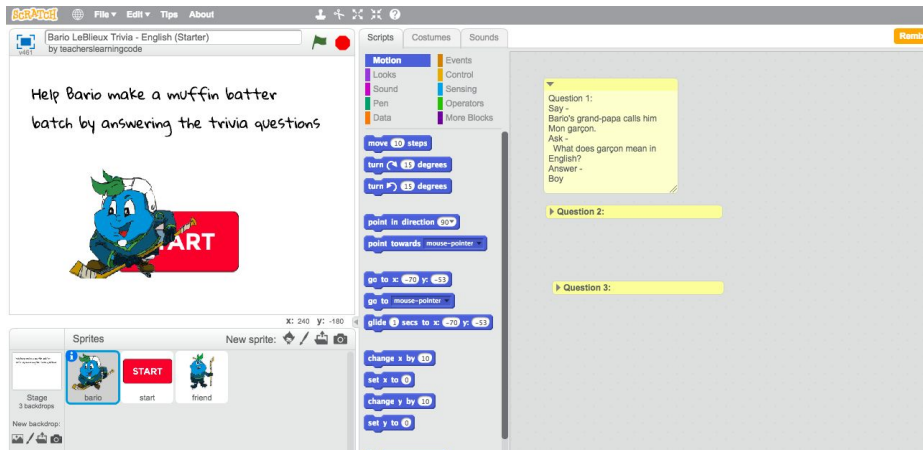
STEP 2: Make Bario say something

1. Select Bario
2. Make him say something
3. Replace the "hello" text with the text from the Question 1 comment (either type it in or copy and paste using ctrl + C and ctrl + V)
4. Make this happen when the green flag is clicked

STEP 3: Ask a question

1. Make Bario ask the a question (found in the first comment)
2. Check if the answer is correct (If the answer is "boy")
3. If it is correct, play the sound "Oui" or make Bario say something

STEP 4: Keep asking (loops!)

1. If we get the answer wrong, we have to restart the game to try again. Ask if anyone has a solution for this.
2. Make Bario ask the question over and over - until he receives the correct answer. (hint: use a loop!)
3. Try the "repeat until" loop - you'll need to move a few things around. (*Note: take apart the scripts starting from the bottom block)

STEP 5: Correct answer

1. What happened in the example when we gave the correct answer? (One of Bario's friends appears)

2. We need to communicate between our sprites - to tell Bario's friend when to appear and disappear. We can do this using **broadcast messages.**
3. Make Bario broadcast a new message called "Correct 1"
4. Select the friend sprite
5. Make the friend appear ('show')
6. Make this happen when the friend receives the "Correct 1" message
7. The friend stays on the screen when we restart the game. Ask for any ideas on how to fix this.
8. Try making the friend hide when the green flag is clicked

STEP 6: Ask more questions

Follow the same steps as above:
1. Make Bario say something (from the 2nd and 3rd comments in the starter project)
2. Make Bario ask a question
3. Have Bario keep asking the question until the answer is correct
4. Once he receives the correct answer, play the "Oui" sound or say something
5. Optional: Make Bario wait a few seconds before asking the 2nd question if it happens too quickly. You may also want to change the number of seconds he says something if you need more time to read it.

STEP 7: Make more friends appear

1. Make Bario broadcast a new message called "Correct 2" after he receives the correct answer to the 2nd question
2. Create another friend: Duplicate using the stamp or by right-clicking > Duplicate
3. Make the new friend show when they receive the message "Correct 2"
4. Do the same for Question 3: Broadcast a new message and duplicate the friend to make a 3rd friend appear

STEP 8: You win!

1. After the player has successfully answered all three questions, tell them that they win!
2. Optional: Create your own "win" screen and make the game switch to this backdrop when the game is over.
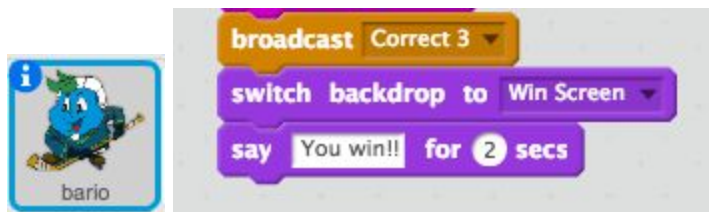
ADD-ON: Set up the Quiz

1. Open up the backdrops (Stage > Backdrops).
2. Ask: Which backdrop does the example quiz begin with? (The start screen)
   What else are we missing at the start? (the "start" button)
3. Select the **start button**
4. Make the button show and switch to the "start" backdrop when the green flag is clicked
5. When the button is clicked, switch the backdrop to the "bario-background" and make the button hide

6. Select Bario
7. Change it so that the quiz begins when the backdrop switches (instead of the green flag)
8. Make Bario hide when the green flag is clicked
9. Make Bario show when the background switches
10. Optional: Make Bario wait before saying something
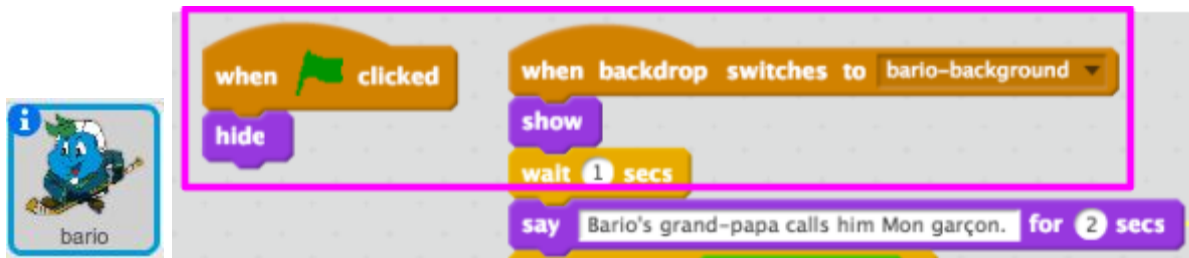
ADD-ON: Create your own questions

1. Have students write their own questions + answers based off of the story
2. Use the steps above (Steps 6-7) to add more questions to the quiz!