

Get the Three Little Pigs Home

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LEVEL	SUBJECTS	PROVINCES / TERRITORIES	TOOL
Grades 1-3	English Language Arts	Across Canada	Scratch

Overview

In this lesson, learners will use Scratch to get the three little pigs back to their appropriate homes, in the order that they were built in the story.

Prep Work

- Learners should have an understanding of how to code and move sprites in Scratch. Review with them how the 'go to coordinate' block works.
- Review how to write in a speech bubble using the 'say __ for __ seconds' block
- Find a hard copy or digital version of the 3 Little Pigs story
Video: bit.ly/kiddostories-3-little-pigs
- Review the sequence of events in the story

Lesson

Introduction

Begin your lesson by reading/playing the "3 Little Pigs".

Key Coding Concepts

Events
Loops
Sequences

Terminology

Events

One thing causing another thing to happen i.e. 'when clicked' block

Loops

Running the same sequence multiple times i.e. repeat or forever blocks

Sequences

Identifying a series of steps for a task. Computers and Scratch read and perform commands in order from top to bottom

Before reading, ask learners to predict what will happen in the story.

Ask: Which house is the most sturdy?

Discuss the sequence of events in the book and how the pigs built their homes.

Activity

Open the Scratch **starter project** on your computer: <http://bit.ly/3pigsgr2>

Remind learners how to move a sprite, and demonstrate how to move the three little pigs to their houses (in the order that they were built).

Prior to learners going on their computers, have them write down what each pig will say when they get to their appropriate house. Depending on your group, you may want to write examples down on chart paper for them to copy.

Have learners go to scratch.mit.edu and log in.

Have them access the starter project. Either add it to your class studio in Scratch, or direct them to this link: <http://bit.ly/3pigsgr2>

Have learners “Remix” the starter project and rename it.

Ask learners to move the pigs to their appropriate homes in the order that they were built. Learners will use the following blocks:

- Events category → ‘When sprite is clicked’
- Motion category → ‘Go to x(____) y(____)’

After the 3 pigs move to their houses, make them say something in a speech bubble:

- Looks category → ‘Say (This is going to be my straw house!) for (2) secs’

Assessment

Learner can replicate the sequence of events in the 3 Little Pigs story in their own animation

Learner is able to write a relevant sentence within the speech bubble as it relates to prior

animation

Learner can independently create a media text that is connected to the story

Learner can share their animation, as well as any challenges they may have faced

Extension

Code the Big Bad Wolf to go to each house looking for the pigs.

Move the pigs from one house to the other before the Big Bad Wolf moves in.

Include dialogue for the Big Bad Wolf as he goes to each house.

Have learners describe the movement of each pig, and then share their code solution with a peer.

Modifications

Code the first pig together as a whole class and then have them code the other two independently.

Code in pairs (pair programming!)