Lesson 1: Introduction to Scratch

Brief Description: Explore the Scratch interface and learn the basics of creating and manipulating sprites.

Objective:

- Familiarize with the Scratch interface.
- Learn to add and manipulate sprites.

Standards:

- **ISTE 1.1.c:** Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

Procedure:

1. **Introduction (5 minutes):** Briefly introduce Scratch and its role in learning coding.
2. **Tour the Interface (10 minutes):** Guide students through the main areas of the Scratch interface including the stage, sprite list, block palette, and coding area.
3. **Creating Sprites (10 minutes):** Show students how to add new sprites from the library.
4. **Basic Manipulation (15 minutes):** Demonstrate how to move, resize, and rotate sprites on the stage.
5. **Simple Script (10 minutes):** Create a simple script to make a sprite say "Hello" when clicked.

Guiding Questions:

- What are the main parts of the Scratch interface?
- How do you add a new sprite to your project?

Conclusions: Students should understand how to navigate the Scratch interface and perform basic manipulations of sprites. They should feel comfortable starting a simple project.