Field Trip # 8   Object Oriented Programming using "Scratch the Cat"
Developed by: Dr. Debra Chapman, Senior Instructor
Subject:
Short description: Students will use a computer assisted learning tool to write programs to describe
                           simple geometric shapes. Learners will write algorithms that use a graphical user
                           interface, using visual representations, mathematical functions & conditional
                           statements to program the actions of Scratch the Cat.
Educational Level: 3rd – 5th Grade
Field trip type: Workshop
Educational   The Student Will Be Able To
Outcomes: • Explain the purpose of an algorithm
                           • Write an algorithm to create several simple shapes, including triangles &
                             squares.
                           • Explain how angles affect shapes.
                           • Explain a conditional statement

Content:
Notes to instructor: Scratch the Cat is designed to build incrementally from simple to more complex. It is
                           recommended that the instructor have at least one assistant in the lab to assist
                           learners who fall behind. This learning object can easily be trimmed down to fit into
                           a 50 minute time frame. The instructor can cover as much material as time permits.
                           This activity should be done in a computer lab or a classroom with laptop computers.
                           The instructor should have a computer connected to an overhead projector for
                           demonstration. Scratch the Cat is free, so the instructors can provide it to the
                           students/parents for home use.