POGIL

Exploring and Expanding a Harry Potter Story

| Role	Description	Who (print your name here)
Programmer	The person whose computer is being used for the activity.	
Recorder	The person who is writing the answers to the questions on this handout.	

Getting Started:

1. Programmer, make sure you sit where the recorder can see your computer.
2. Bring up a browser and navigate to
   - https://scratch.mit.edu/projects/22484988/editor/

3. Press the Remix button to make your own copy of the program.

Activity One – Exploring the Original Story (15 minutes)

1. Press the "Full Screen Control" icon in the upper right-hand corner of the stage in Scratch
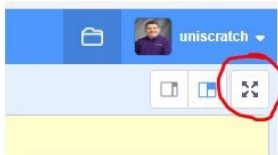
2. Press the Green Flag icon and watch this story based loosely on characters in the Harry Potter series. What is the basic story?

3. Press the "Screen Control" icon again (note that it has changed appearance) to return to regular mode.

4. Click on the "Harry" icon in the sprite list so you can look at its code. How many event blocks do you see (don't forget to scroll)? What are they? [Reminder, Event blocks are ones that START a block of code.] What do they say?

5. These event blocks are sometimes called "hat shaped blocks" or "hat topped blocks." Why do you think they have that name?

6. Click on the "Luna" icon in the sprite list. How many event blocks does it have?

7. Click on the "Stage" icon to the right of the sprite list so you can look at the code associated with the stage. How many event blocks does it have?

8. Click on the "Neville" icon in the sprite list (BTW, Neville is the best character in Harry Potter). How many event blocks does it have? Why do you think Neville has fewer event blocks right now?

9. Notice that most of the code is only under the Stage, Harry, and Luna right now. Using this information figure out what code in the program makes the following things happen:

    •   The music starts playing with the title

    •   Harry appears on the stage

    •   Luna changes from her school robes to her dress robes

    •   The lights blink at the dance

    •   The closing credits know to appear

10. Return to the Stage code (click on the Stage icon). Under the "Green Flag" event block change broadcast title sequence `broadcast title sequence ▼` to say broadcast sceneone `broadcast sceneone ▼`. Press the green flag icon. What change did this have on the story?

11. Now change it to say broadcast scenetwo `broadcast scenetwo ▼`. Press the green flag icon again. What change did this have on the story?

12. Why might this feature be helpful?

13. Return the broadcast to say "title sequence" so the whole story runs.

Activity Two – Adding another character (15 minutes)

I told you in Activity One that Neville is the best character. He needs to be in this story. Have him appear in scene two (the dance seen). At the very minimum he should show up and dance a little bit while Harry and Luna are talking. But I encourage you to find a way for him to be part of Harry and Luna's conversation.

Activity Three – Adding another scene (15 minutes)

Add a third, brand new scene to the story. This should happen after the dance is over but before the final credits play. I have three suggestions, but you may choose whatever you like if it meets the spirit of this activity.

- Harry runs in to Ron and they talk about the dance/Harry's date.
- Harry runs in to random wizard boy who teases Harry about dating Luna. Harry doesn't take it.
- Harry runs in to Vold… I mean, you know who. They have a battle.

Feel free to use a new backdrop, sounds, or other sprites.

Don't forget that you can use the dropdown menu on the stage to skip to points later in the story. You can have it jump immediately to scene three so you don't have to watch everything first. Just don't forget to change it back to title sequence when you are done.