POGIL

Exploring and Expanding a Harry Potter Story

Manager	
Recorder	
Presenter	
Reflector	

Getting Started:

- 1. Manager, assign one person to use their computer to use for this activity. All students should be able to see this one 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 (20 minutes)

Start Time: _____

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
	- commencer of all beautiful and all beautiful a

10.	Return to the Stage code (click on the Stage icon). Under the "Green Flag" event block change broadcast title sequence to say broadcast sceneone to say broadcast sceneone the green flag icon. What change did this have on the story?
11.	Now change it to say 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)	Start Time:		
I told you in Activity One that Neville is the best character. It scene two (the dance seen). At the very minimum he should are talking. But I encourage you to find a way for him to be	d show up and dance a little bit while Harry and L	nd dance a little bit while Harry and Luna	

Start Time: _____

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.

Activity Three – Adding another scene (15 minutes)

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.