

Team Project

Textbook

Team Project



The Great Animal Talent Show

Your team will create an Animal Talent Show where different animals perform their special talents on stage. Using what you learned about teamwork, you'll plan, code, and present your project together.

Project Requirements

Your team's talent show needs:

1. **At least 3 sprites**
 - Each team member codes at least one performer
 - Examples: dancing bear, juggling monkey, singing bird
 - All sprites must have unique talents
2. **At least 5 commands per sprite**
 - Motion blocks for movements
 - Look blocks for visual effects
 - Sound blocks for performance sounds

- Control blocks for timing

3. **At least 1 loop**

- Repeating dance moves
- Recurring sounds
- Continuous animations

4. **At least 1 background**

- Stage, theater, or performance space
- Can include multiple scenes if desired

Team Planning Phase

Before coding:

1. **Assign team roles:**

- Lead Programmer
- Design Coordinator
- Testing Manager
- Each person still codes one sprite

2. **Plan your show:**

- What's the show's theme?
- Which animals will perform?
- What order will they appear?
- How will they interact?

3. **Divide the work:**

- Who codes which sprite?
- Who selects backgrounds?
- Who organizes the sequence?

Available Resources

Animal sprites to choose from:

- **Performers:** cat, dog, bird, monkey, owl, fish

- **Props:** ball, shapes, instruments
- **Backgrounds:** stage, field, zoo, school
- **Sounds:** all available sound blocks

Building Your Project

Follow these steps:

1. Team meeting to plan
2. Individual sprite coding
3. Combine team members' work
4. Test the complete show
5. Debug together
6. Practice presentation

Coding Guidelines

Each sprite should:

- Have a unique talent or act
- Use variety in blocks
- Include clear movements
- Add appropriate sounds
- Follow the team's plan

Team Coordination

Stay organized by:

- Checking in regularly
- Testing pieces together
- Helping teammates debug
- Sharing successful code
- Keeping to the plan

Success Criteria

Your project succeeds when:

- All 3+ sprites perform as planned

- Each sprite has 5+ different commands
- At least one loop functions properly
- Team members contributed equally
- The show runs without errors
- You can explain your code

Presentation Requirements

Teams will present by:

1. Introducing team members and roles
2. Explaining the show's concept
3. Running the complete program
4. Describing one coding challenge
5. Sharing what you learned

Testing Checklist

Before presenting, verify:

- All sprites appear correctly
- Each talent act works
- Transitions flow smoothly
- Sounds play at right times
- Loops repeat properly
- No error messages appear

Example Show Ideas

Circus Theme:

- Monkey juggles (loop movement)
- Dog jumps through hoops
- Bird flies in patterns

Dance Competition:

- Cat does spin moves
- Mouse does the hop

- Snake does the wiggle

Musical Performance:

- Owl plays drums (sound blocks)
- Bee buzzes in rhythm
- Spider conducts

Debugging as a Team

When problems arise:

- Describe the issue clearly
- Show teammates the problem
- Try solutions together
- Test after each fix
- Document what worked

Time Management

Suggested timeline:

- Planning: 10 minutes
- Individual coding: 20 minutes
- Combining: 10 minutes
- Testing/debugging: 10 minutes
- Presentation prep: 10 minutes

Reflection Questions

After completing:

- How did your team divide the work?
- What was the hardest part of working together?
- How did you solve disagreements?
- What would you do differently?
- What did you learn about teamwork?

Critical Thinking Questions

1. How did planning together help your team succeed?
2. What strategies did your team use to combine individual work?

3. How is creating a team project different from working alone?

Sentence Stems

- "Our team divided the work by (blank space)."
- "My role in the project was (blank space)."
- "We solved problems by (blank space)."