

BrainPOP Meme Project

Collaborative Design and Publication

4/9/19

<http://www.cs.bsu.edu/cs4ms/docs/BrainPopLesson.pdf>

Lesson Procedure:

1. Memes are everywhere these days. Ask students what they know about them. Their ideas might differ from one student to the next. Make sure they understand that a meme is a funny picture or video to which someone has added words. Ask students to discuss memes they've seen or created themselves. Tell them that the meme project they're going to do today is most closely associated with the "image macro" type of meme. Google "doge" or "lolcat" to show some examples on the whiteboard. Also, point out that memes often have a hint of humor, and encourage them to consider this when creating their memes, unless of course the topic does not lend itself to humor.
2. Display the Meme project for the topic you're studying on the whiteboard. Read aloud the prompt at the top of the screen. Let students know that there is more than one way to respond to the prompt, and that they should be as creative as they can. Explain that memes can be a very effective way to communicate an idea, especially when using big, bold capital letters.
3. Review related terminology with the class as follows. If you've already taught these terms in previous projects, then begin by asking them what the term means (e.g., What's a function?). Otherwise, share the terms:

Functions are the main way of getting things done in JavaScript. A function is an action that has a name. Functions are written in parentheses.

Objects hold your data. Use yourself as an example of an object.

teacher

Properties are the elements that are about the object, or belong to the object. You can think of properties as being like nouns and adjectives. Here are some of your properties (have the class volunteer more once they get the pattern):

teacher.height = 5.5; teacher.favColor = "blue"; teacher.name = "Ms. Miller";

Methods are functions that belong to an object, or things the object can do. You can think of methods as being like verbs. For example, `movie.play()` is telling the movie object to run its play method.

Explain to students that they can tell a property from a method because methods are always followed by parentheses, just like functions. Sometimes they have arguments, and sometimes they don't. If you have time, invite students come up with their own properties and methods.

4. Before beginning their Meme projects, show the related BrainPOP movie on the whiteboard for the whole class to watch.
5. Working individually or in pairs, have students review the video and graphic options to use in their meme in the assets panel on the lower right. While they're deciding, distribute the **Meme Planning Sheet**.
6. After selecting their video and graphics, have students flip over the planning sheet to the back write ideas for the text they want to put on their meme. Once they decide, instruct them to flip to use the planning sheet to sketch out how they'll place their text on the video and graphics they've chosen.
7. If necessary, you can model the first few steps of the project on the whiteboard as students follow along at their computers or devices.
8. Tell the class that memes are meant to be shared; the whole point is that they "go viral." Make a class meme gallery! Print out your students' memes and hang them on the wall.

VIDEO TUTORIAL:

<https://educators.brainpop.com/video/meme-tutorial-vidcode/>

SAMPLE PROJECT I COMPLETED IN LESS THAN 20 MINUTES:

12/12 ▾

Finish Up

Congratulations! You coded a meme! *Save* your project or *Submit* it to your teacher.

← BACK

EFFECTS NEED

```

1 //add comments using 2 backslashes - good for
  organizing
2 //background
3 movie = image();
4 movie.source = "light orange";
5
6 //trashcan
7 var myGraphic1 = graphic("trash");
8 myGraphic1.scale = 0.7;
9
10 //landfill
11 var myGraphic3 = graphic("landfill");
12 myGraphic3.scale = 0.7;
13 myGraphic3.x = 210
14
15 //arrow
16 var myGraphic2 = graphic("arrow");
17 myGraphic2.scale = 0.5;
18 myGraphic2.x = 90;
19 myGraphic2.y = 50;
20 myGraphic2.opacity = .70;
21
22 //arrow

```



- All code written was already given and I simply copied/pasted it.
- Instructions are very straight-forward
- Recommend having students work in pairs and explain “pair-programming”

Idea for presentation:

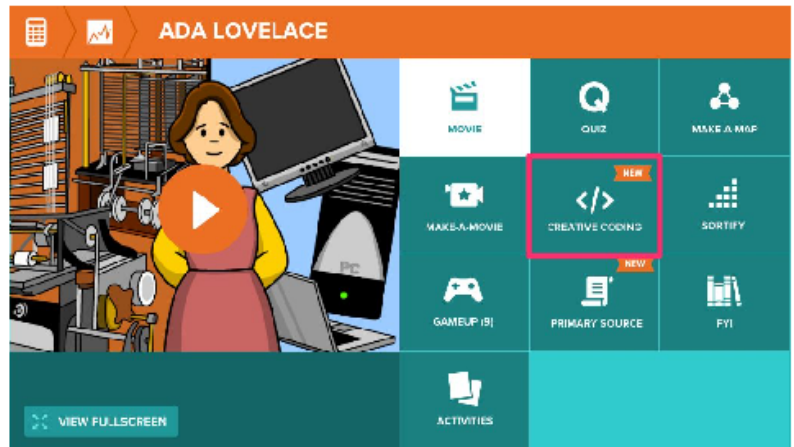
- Students submit to you for feedback & so you have access to them
- Screenshot code and meme
- Display virtually

For more information and resources regarding BrainPop Coding activities, visit <https://about.brainpop.com/coding/>



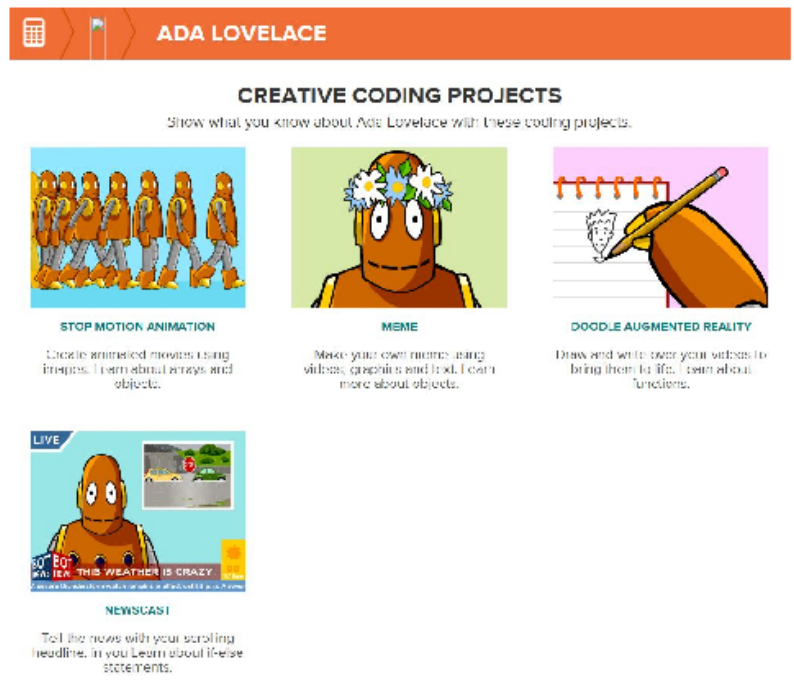
Creative Coding Step Guide

1) Log in with your **My BrainPOP** account and visit any topic page. Click the **CREATIVE CODING** button.

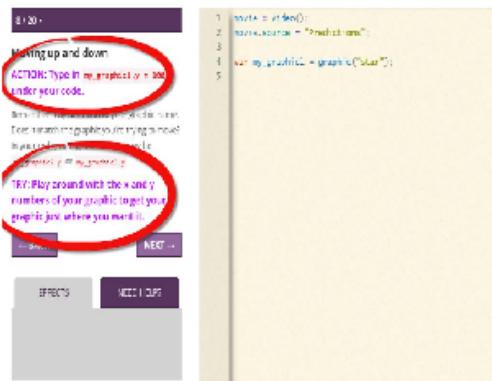
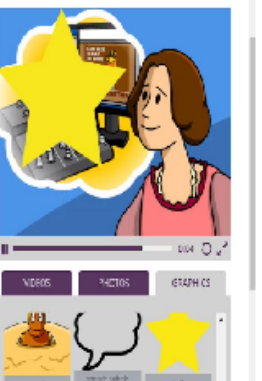

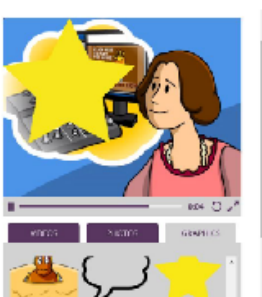
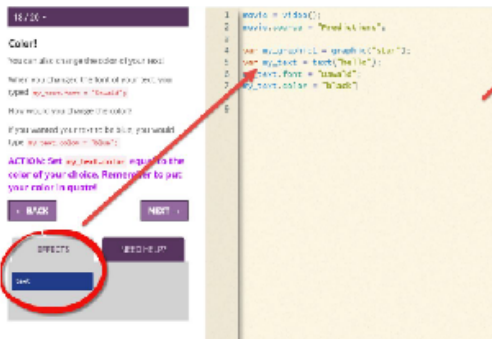
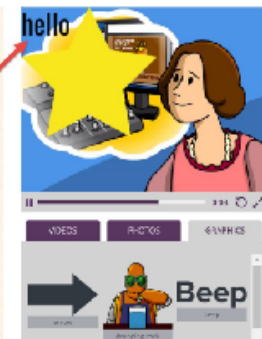


2) Select a Creative Coding Project:

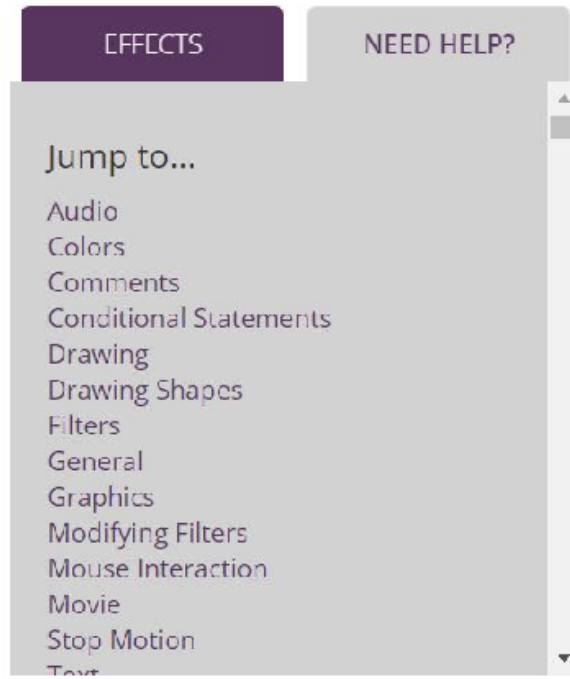
- Stop Motion Animation
- Meme
- Doodle Augmented Reality
- Newscast



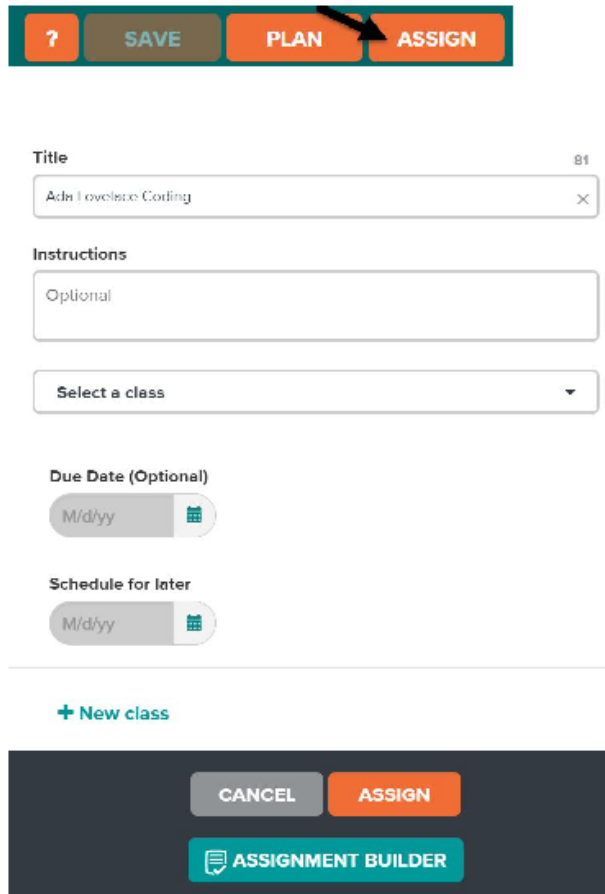
<p>3) Read the PROMPT at the top of the screen.</p> <p>Then, read the instructions in the left panel.</p> <p>You will be directed to SELECT videos, photos, and/or graphics from the assets panel on the right.</p> <p>The selected asset (e.g., video, photo, graphic) appears in the player.</p>	
<p>4) The LINE OF CODE for the selected asset appears in the code editor.</p> <p>Click NEXT in the instruction panel on the left to continue.</p>	
<p>5) For each new asset you add, an associated line of code appears in the code editor.</p>	
<p>6) The information in the left panel guides you through the project, step by step, and introduces key vocabulary.</p>	

<p>7) The ACTION prompts instruct you to type lines of code to see how it affects the project.</p> <p>The TRY prompts encourage you to play around with the code to see what happens.</p>		
<p>8) THINK prompts are questions that challenge you to apply what you've learned.</p> <p>Questions are followed up with explanations.</p>		
<p>9) To add text or a drawing to your project, or to change its look, select a block from the EFFECTS tab in the lower left panel, and click it or drag it to the code editor.</p> <p>Then see the change in the player on the right panel.</p>		

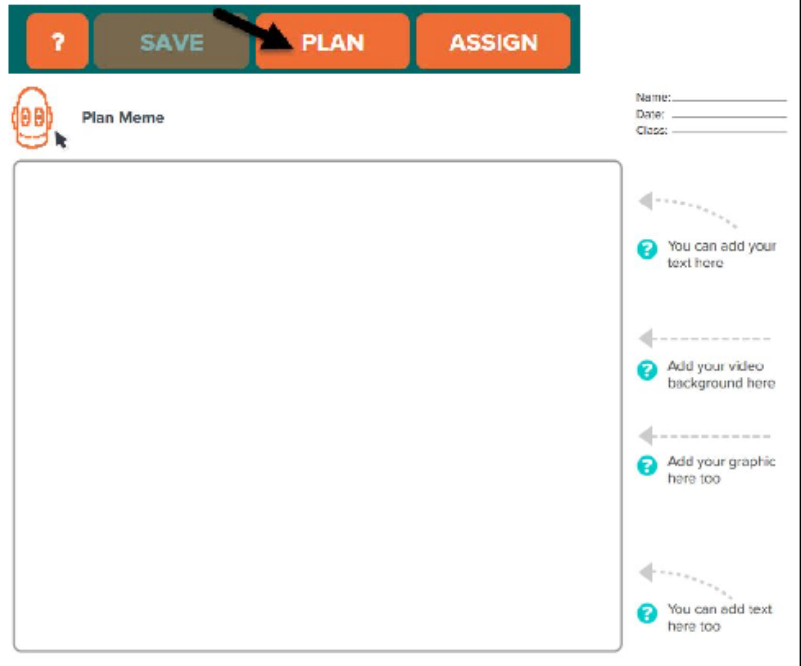
10) Need Help? Click the tab on the lower left panel. Then click the topic with which you need help.



12) Teachers can **ASSIGN** projects for students to complete.



13) Teachers can have students **PLAN** their projects using printable storyboards. Find **different** planning pages for each coding project.



14) Students click to **SAVE** a project to work on later.

Or click **SUBMIT TO TEACHER** to send a project to the teacher for review.

