Coding as Another Language - ScratchJr
(CAL-ScratchJr)

KINDERGARTEN CURRICULUM ROADMAP

Lessons 1-4

Students explore human languages & programming languages. They gain a first introduction to ScratchJr.

Lessons 5-8

Students explore programming blocks, characters & scenes.

Sing and Dance *Teddy Bear, Teddy Bear* in Lesson 7.

Lessons 9-12

Students learn about the Design Process and the Writing Process including characters, setting, action & telling a story.

Read Aloud *A Computer Called Katherine* in Lesson 10 and **Re-Read** in Lessons 11 and 12.

Lessons 13-16

Students create programs using Grow, Shrink, Hide, Show & Speed blocks. They explore debugging and if-then conditional statements.

Lessons 17-20

Students explore sound recording, wait time & repeat loops.

Read Aloud *Knuffle Bunny* in Lesson 20.

Lessons 21-24

Students complete their final *Knuffle Bunny* projects. As they share in a final showcase, they discuss collaborations and contributions.

Re-Read *Knuffle Bunny* in Lesson 22.

Key Activity - Lesson 8: Program the Teddy Bear

Students create ScratchJr Projects based on *Teddy Bear, Teddy Bear*.

Key Activity - Lesson 13: Expand Your Storytelling Toolbox

Students each create a new or change an existing page to tell the story of Katherine growing up.

Key Activity - Lesson 23: Final Project III

Students complete their multi-page projects with scenes from the beginning, middle & end of Knuffle Bunny's adventures.

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