

## Kindergarten, Lesson 1 of 24

# Coding as Another Language - ScratchJr (CAL-ScratchJr)



**Lesson 1 Overview:** Lesson 1 introduces language as a structured method of communication and presents ScratchJr as an example of a programming language.

**Powerful Ideas from Computer Science:** Hardware/Software  
**Powerful Ideas from Literacy:** Tools of Communication, Language

### I. Warm Up: Hello World!

- Make a list of all the languages the children have heard. Then, add to the list after watching a video.

### II. Opening Tech Circle: What is Language?

- Discuss what is a language, why we need it and what happens when you don't understand. Discuss that computers also use languages.

### III. ScratchJr Time: A New Language

- Share that you know one programming language called "**ScratchJr**".
- Share your ScratchJr project with the class. Ask children guiding questions about how to explore the app and explain that next time children will learn how to program with ScratchJr.

### IV. Word Time: Hello Around the World

- Use the Speech Bubble Block from ScratchJr that says "hello" in different languages.
- Have children use their Design Journals to write down 3 of the new ways to say hello.

### V. Closing Tech Circle: Goodbye Around the World

- Add ScratchJr to the bottom of the list you made at the beginning of class.
- As a group, choose one language that you want to say goodbye in and teach the children how to say goodbye in that language.

### Vocabulary:

Programming Languages

Code

Languages

ScratchJr



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