## Kindergarten, Lesson 10 of 24

# Coding as Another Language - Scratch Jr

(CAL-ScratchJr)





**Lesson 10 Overview:** Lesson 10 reviews the Design Process and discusses how it is similar to the Writing Process. Children explore the book A Computer Called Katherine and create Katherine characters on ScratchJr.

Powerful Ideas from Computer Science: Design Process
Powerful Ideas from Literacy: Writing Process

#### I. Warm Up: Design Process Song

• Sing the Design Process song again!

#### **II. Opening Tech Circle: The Writing Process**

- Discuss how authors go through a similar process with their writing. Show children the Design Process and the Writing Process anchor charts. Explain that both are creative processes that require imagination, planning, creating, revising, feedback, and sharing.
- Discuss the similarities and differences between programmers and writers. Show children a clip of a writer explaining their process of writing a book.

#### **III. Word Time: A Computer Called Katherine**

- Read A Computer Called Katherine as a class.
- Show children the Interview with Katherine. Read written interview questions on screen for class. After watching, have a discussion with children asking questions like: If you met Katherine, what would you ask her? What new invention, do you think Katherine would be excited to see?

#### IV. ScratchJr Time: Paint Editor Tool Refresher & Make Your Own Katherine on ScratchJr

• Remind children of the Paint Editor Tool. Children will begin designing their own Katherine using the paint editor tool.

### V. Closing Tech Circle: Project Share

• Children share their projects with the class.

**Vocabulary:** 



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