Kindergarten, Lesson 12 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 12: Turning the Page

Lesson 12 Overview: In Lesson 12 children learn how to create a multi-page project in ScratchJr

Powerful Ideas from Computer Science: Design Process, Algorithms, Modularity
Powerful Ideas from Literacy: Writing Process, Sequencing

I. Warm Up: One Sentence Story

- Explain that a one sentence story is when each child gets to tell one piece of the story. Children and teachers go around and each add one sentence to the story, ultimately ending with one story from the class.

II. Word Time: A Computer Called Katherine

- Re-read A Computer Called Katherine.

III. Opening Tech Circle: Flipping a Page

- Explain that during the one sentence story, we kept writing our story by adding one more sentence. With books, you can continue the story by flipping the page. In ScratchJr, we can continue writing our program by making new pages.

IV. ScratchJr Time: ScratchJr Pages & Adding to Your Story

- Explain to continue a story onto another page, add the red end block with a picture of the next page to one of your programs. This creates a "Turn Page" program function. • Review parameters. Introduce the Grid to guide children on what number to choose for their parameters. The Grid tool shows us how many ScratchJr steps we're taking!
- Recall our first program from Lesson 6: Blast Off! Explain how they can now use the grid tool, and the parameters to help Katherine plan the path for the rocket. Have children program a new page to their Katherine scene from last class. This page will be a program for Katherine's rocket path. Have children use the "Go to Page" block to flip pages on their story.

V. Closing Tech Circle: Project Share

- Have children share how they used the purple blocks in their projects.

Vocabulary:

Page

Grid

ScratchJr Blocks:

Go to Page

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