# Kindergarten, Lesson 13 of 24

# Coding as Another Language - Scratch Jr

(CAL-ScratchJr)



Lesson 13:
Expand Your
Storytelling
Toolbox

**Lesson 13 Overview:** In Lesson 13 children explore the Hide, Show, Grow, Shrink and Reset Size blocks in ScratchJr. They use these blocks to modify their existing Katherine projects.

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

#### I. Warm Up: Programmer Says Size Edition!

• Instruct children using the prompts: Make yourself as big as possible. Make yourself as small as possible Make yourself as tall as possible. If virtual: Hide yourself from the camera! If in person: Hide! Now appear again!

#### II. Opening Tech Circle: Sizing and Hiding

• Explain that the children will learn how to make things grow, shrink, hide, and show on ScratchJr.

#### III. ScratchJr Time: Appearance Blocks & Add Purple Blocks

- Demonstrate that adding a Hide block to a character's code will make them disappear! You can make them reappear using a Show block. Then use the Grow/Shrink blocks to show how a character can look as it grows during its lifespan. Demonstrate that adding a reset size block to a character's code will have your character return back to its original size.
- Demonstrate for children that the size blocks also have parameters, just like the motion blocks. Have children create a new page or change an
  existing page to tell the story of Katherine growing up, encourage them to add purple blocks (hide/show, grow/shrink, reset size) to show that she's
  younger in the first part of the story!

#### IV. Word Time: Lesson 13 Design Journal

• Have children circle and draw which blocks they used in their Katherine stories and which blocks go at the beginning, middle, and end of their programs!

## V. Closing Tech Circle: Project Share

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

### **Vocabulary:**

Appearance

#### **ScratchJr Blocks:**

Grow / Shrink/ Reset Size Hide / Show



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