Kindergarten, Lesson 15 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 15: New Beginnings

Lesson 15 Overview: Lesson 15 introduces the concept of conditionals through use of the Start on Tap block in ScratchJr. Children finish their Katherine projects.

Powerful Ideas from Computer Science: Control Structures
Powerful Ideas from Literacy: Literary Devices

I. Warm Up: Red Light, Green Light

- Explain that today we will be playing *Red Light, Green Light*. If space allows, have children line up at the "start line" and establish an "finish mark" in the room. Explain that when you say "green light," the children should start walking towards the "finish mark" And when you say "red light," they should stop walking. If a child does not start on "green light" or does not stop on "red light," then that child is out and should return to their seat.

II. Opening Tech Circle: If and Only If!

- Discuss the game *Red Light, Green Light.* In the game, we have to pay attention to what the teacher says. Depending on if they say "red light" or "green light," we do different things.
- Discuss other examples of things that can only happen after we check for something else.

ScratchJr Blocks:

Start on Tap

III. ScratchJr Time: Start on Tap & Finishing Our Project

- Introduce Start on Tap block. Demonstrate that using this block at the beginning of a program makes a character act out its program only after you've tapped the character on the screen.
- Tell children that today is the last day of Katherine Projects! The last thing they will do to work on the project is practice using Start on Tap in their story.

IV. Closing Tech Circle: Project Share

- Have children share their Katherine projects and show where they added the Start on Tap block into their project.

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