

Kindergarten, Lesson 16 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)



Lesson 16 Overview: Lesson 16 introduces new blocks for controlling speed in ScratchJr. Children program a race in ScratchJr.

Powerful Ideas from Computer Science: Control structures, Modularity, Representation, Design Process

Powerful Ideas from Literacy: Writing Process, Phonological Awareness

I. Warm Up: Fast Forward

- Have children clap at different speeds (fast, slow). Then, have children try to say the tongue twister “she sells seashells by the seashore” both fast and slow.

II. Opening Tech Circle: Racing Rules

- Discuss the rules and elements of a race. What are the core elements in a race (starting point, race distance, etc.)?

III. ScratchJr Time: Preparing Our Race & It's A Race – ScratchJr!

- Introduce & demonstrate the Speed block. Using the Speed block, characters in ScratchJr can move at different speeds (fast, regular, slow, also called “run, walk, crawl”).
- Review the grid tool.
- Children will use the grid to make sure all characters are starting at the same spot. Review the rules of a race: 1) To be fair - All racers start on the same spot and travel the same distance to the finish line and 2) Racers should return to start (use the Go to Start block) when they finish the race.

IV. Closing Tech Circle: Project Share

- Children share their “It’s a Race” project with the class. Children can guess which character they think will win the race, count out loud how many students think each character will win!

Vocabulary:

Slow

Fast

Return

ScratchJr Blocks:

Set Speed



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