Kindergarten, Lesson 17 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 17: Can You Hear Me?

Lesson 1 Overview: Lesson 17 explores different ways to express emotions. Children create expressive characters on ScratchJr.

Powerful Ideas from Computer Science: Representation, Hardware/Software
Powerful Ideas from Literacy: Tools of Communication and Language, Editing and Audience Awareness

I. Warm Up: The Many Emotions

- Share pictures of 3 different smiley faces (smiling, crying, angry) then ask children what these smiley faces are telling us? Discuss- How do you know when your friends are happy? Sad? Angry?

II. Opening Tech Circle: Tools of

- Display the Tools of Communication anchor chart and talk about all the ways we can communicate our thoughts and feelings (e.g., words, voices, faces, bodies, etc.). Discuss the difference between words and voices, talk about how the way voices sound tell you something! Ask if they can think of any other ways to communicate feelings! ScratchJr? Numbers? Drawings?

III. Unplugged Time: Express Yourself Activity

- Practice Tools of Communication: Have the children get up and stand in a circle. Tell the children that you're going to tell them a message and a tool and they will have to communicate that message with their tool! Messages: "I'm happy", "Hi", "I'm tired", "I'm feeling silly." Tools: Voices, bodies, faces (leave out words for this activity, make it a silly movement activity!)

IV. ScratchJr Time: Express Yourself! & Let Me Hear How You Feel?

- Introduce & demonstrate the "Say" block, the Play Recorded Sound block, and the Sound Recorder feature in ScratchJr. • Have children program an expressive character using the Cat in ScratchJr by using the Recorder block and "Say" block.

V. Closing Tech Circle: Play Your Sound

- Have a few children share their ScratchJr programs using the recording block.

Vocabulary:

Record

Feeling

ScratchJr Blocks:

Say

Pop

Play Recorded Sound

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