Kindergarten, Lesson 18 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 18: Wait A Minute!

Lesson 18 Overview: Lesson 18 introduces a new block for creating a pause in ScratchJr. Children program a "Freeze Dance" project with ScratchJr.

Powerful Ideas from Computer Science: Control Structures, Representation, Modularity
Powerful Ideas from Literacy: Literary Devices

I. Warm Up: Freeze Dance

- Using Freeze Dance Music or your preferred classroom music, play Freeze Dance. When music plays, children dance and when the music pauses, they must freeze immediately. As the teacher, control the music and press pause at will to make children freeze.

II. Opening Tech Circle: Connecting Freeze Dance to Programming

- Discuss the rules and elements of a freeze dance (dancing while music plays, freezing when music stops). In ScratchJr how could we program the characters to dance and wait when the music stops?

III. ScratchJr Time: Introduce Wait Block & Program Your Own Freeze

- Introduce and demonstrate the Wait block. The Wait block programs your character to take a break or pause within the program. The number refers to less than a second. A Wait block with a 10 parameter will pause the program for 1 second.
- Have children their own freeze dance. Children can explore using the Speed block and Wait block. Remind children that it is important that all characters freeze at the same time.

IV. Closing Tech Circle: Creation Share

- Children share their creations. Use these prompts to guide sharing process: What was difficult or easy about this project? If your program was set to music, would it be fast or slow music? What would you do differently if you could go back and edit?

Vocabulary:

Wait

Pause

ScratchJr Blocks:

Wait

Set Speed

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