Kindergarten, Lesson 19 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 19: Can You Repeat That?

Lesson 19 Overview: Lesson 19 explores Repeat loops and how they can be used to make code more efficient.

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

I. Warm Up: Wheels on the Bus

- Sing and snake the *Wheels on the Bus* as a class.

II. Opening Tech Circle: Patterns and Repeat Loops

- After singing two verses of the song, discuss with the class the repetitions they observed in the song. Ask the children what line we say over and over several times? Talk about how we made a pattern and then repeated that same pattern over and over again, as needed in the lyrics! Ask the children to imagine they're teaching their friend the words to the song. Is there an easier way to tell them all the words without saying the same words so many times? Tell the children that there is! You can tell your friend to "Repeat" the line a certain number of times. Such as, "Repeat 'Round and round' 3 times!"

III. ScratchJr Time: Introduce Repeat Block, Repeat Activity & Free Play

- Demonstrate the Repeat block. Explain that a Repeat block can make our codes more efficient, which can save us time and room.
- Explain: Repeat Loops allows all blocks within the loop to repeat. They repeat as many times as the number parameter.
- Show a series of example programs and ask the children to all make a new program that does the same thing, but uses a Repeat Block.
- Provide free-play time for children to explore the Repeat block.

IV. Closing Tech Circle: Share Creations

- Students share about their free play experience. Use these guided prompts: How did you use the repeat block in your program? Did you experience any challenges?

Vocabulary:

Repeat

Pattern

ScratchJr Blocks:

Repeat Block

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