

## Kindergarten, Lesson 2 of 24

## Coding as Another Language - ScratchJr (CAL-ScratchJr)



### Lesson 2: R.E.S.P.E.C.T.!

**Lesson 2 Overview:** Lesson 2 introduces who programmers are and what they do. Children will be introduced to tablets and how to handle them safely and carefully

**Powerful Ideas from Computer Science:** Hardware/Software

**Powerful Ideas from Literacy:** Phonological Awareness, Tools of Communication and Language

### I. Warm Up: Compliment Game

- Everyone goes around and says one nice thing about the person sitting next to them. Children can compliment something another child does, or something they find interesting about their peers

### II. Opening Tech Circle: Introduction to Programming

- Remind children that we will be learning about a programming language called ScratchJr. Explain that this class will teach how to become a Programmer

### III. Unplugged Time: Programmer Says

- *Programmer Says* is just like *Simon Says* but the Programmer is telling us what to do. Later on in the curriculum we will play *Programmer Says* with ScratchJr blocks and written programs, but for today we'll just play it verbally like *Simon Says*.

### IV. ScratchJr Time: Respecting Our Tools

- Introduce the tablet and explain how to handle it safely: hold with two hands, use while sitting down, no running with tablets.
- Give the children a chance to decide what are safe and unsafe ways to hold the tablet. Model example behaviors and let children give thumbs up for good tablet behavior and thumbs down for bad tablet behavior.

### V. Closing Tech Circle: Clean-Up Song

- Introduce the tablet *Clean-Up Song* and talk about where children will store their tablets after class.

Vocabulary:  
Programmer



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