Kindergarten, Lesson 20 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 20: Final Project I

Lesson 20 Overview: : In Lesson 20 create their own "Knuffle Bunny" character on ScratchJr.

Powerful Ideas from Computer Science: Algorithms
Powerful Ideas from Literacy: Sequencing

I. Warm Up: "Knuffle Bunny"

- Read the book Knuffle Bunny.
- While reading: Notice characters expressions. Pause to check for understanding. Discuss the different characters in the book and how they behave differently and have different emotions.

II. Opening Tech Ccircle: Order of Events

- Recall the sequence of events in the story Knuffle Bunny. Show examples from the book. Pick 3 scenes to talk about and ask children where they belong in the story - beginning, middle, or end. Children practice ordering the events in the story

III. ScratchJr Time: Make Your Knuffle Bunny

- Have children create their own special Knuffle Bunny. Explain that next time they will be using this character to program Knuffle Bunny's story!

IV. Closing Tech Circle: Challenge Sharing Time

- Children share any challenges they may be having with the group for help.

Vocabulary:

Expression

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