Kindergarten, Lesson 21 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 21: Final Project II

Lesson 21 Overview: During Lesson 21, children being working on their final projects by creating an adventure for Knuffle Bunny that will have a beginning, middle, and end.

Powerful Ideas from Computer Science: Design Process, Algorithm, Modularity
Powerful Ideas from Literacy: Writing Process, Sequencing, Editing, Audience Awareness

I. Warm Up: Guess Who?

- Play a game of Guess Who? If you know the students well enough pick one in the classroom and give hints about them. Or, use characters from one of the books or ScratchJr (e.g., Katherine - loves computing, machines; Kitten - orange, likes to be programmed)

II. Opening Tech Circle: Final Project Introduction

- Ask the child to recall the beginning, middle, and ending of the Knuffle Bunny story. Ask children what they think Knuffle Bunny did while it was lost. Tell the children that for their final project, they will change the middle of the story to be Knuffle Bunny's story instead of Trixie's. They have to imagine what Knuffle Bunny might have been doing while Trixie was looking for them!

III. Word Time: Planning Time

- Talk about the beginning, middle, and ending of the story. As a class brainstorm new middles to the story and ask children if they want to keep the end the same? Or do they want to program new endings to their stories as well?

IV. ScratchJr Time: Programming Final Project

- Students will begin to program their three scenes (beginning, middle, and end) to create the adventures of Knuffle Bunny

V. V. Closing Tech Circle: Which Scene Did You Choose?

- Have children share one of the scenes they've chosen to program!

ScratchJr Blocks:

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