Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEV TECH RESEARCH GROUP

Lesson 22: Final Project III

Lesson 22 Overview: In Lesson 22 children continue working on their Knuffle Bunny final projects, with a focus on adding details.

Powerful Ideas from Computer Science: Design Process, Debugging, Algorithms
Powerful Ideas from Literacy: Writing Process, Sequencing, Editing, Audience Awareness

I. Show What You Know!

- Start off class with a quick check in of the children's knowledge. This is the summative assessment for the curriculum. Hand out a copy of the Show What You Know Response Page or booklet to each child and project the teacher slides on the board. Read each question aloud and give children about 2 minutes per question.

II. ScratchJr Time: Programming Final Project

- Children will work on their projects. By the end of this session they should be finished with their projects.
- Encourage each child to include multiple pages with a beginning, middle, and end, multiple characters and at least 7 different blocks.

III. Closing Tech Circle: 2 Stars and a Wish

- In pairs or small groups have children discuss their projects using the 2 stars and a wish feedback prompt. 2 stars are two things that went well. 1 wish is one thing you want to do better.

ScratchJr Blocks:

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