Kindergarten, Lesson 4 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 4:
Step Into ScratchJr!

Lesson 4 Overview: Lesson 4 introduces the ScratchJr interface and how to create and save a new project. Children practice handling tablets safely as they explore the app.

Powerful Ideas from Computer Science: Hardware/Software
Powerful Ideas from Literacy: Tools of Communication and Language

I. Warm Up: Who is a Programmer?

- Illustrate that programmers can be of all different backgrounds (gender, race, ethnicity, age) with pictures (including one of yourself)!
- Ask children: "What do you think these people have in common?" Answer: "They're all programmers." Explain that today, everyone will be a programmer!

II. Opening Tech Circle: Introducing ScratchJr

- Show children how to handle a tablet safely, open the ScratchJr app, and how to create a new ScratchJr project. Project one tablet onto a screen so that all children can watch the teacher's introduction to the ScratchJr interface.

III. ScratchJr Time: Explore ScratchJr , Saving Projects & Free Play

- Explore the platform with children as they discover parts of ScratchJr and introduce important vocabulary (stage, programming area, programming script, etc.). Guide children in saving a project under a name.
- Provide children with free-play time to explore the app interface on their own.

IV. Closing Tech Circle: New Discoveries

- Everyone shares one new thing they discovered when looking at ScratchJr today!
- Have children sing the tablet clean up song.

Vocabulary:

Stage

Programming Script

Programming Area

Blocks Palette

Hardware

Software

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