

Kindergarten, Lesson 6 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)



Lesson 6: Blast Off!

Lesson 6 Overview: In Lesson 6, children create a ScratchJr program with a specific goal in mind. Children also practice adding new characters and text in ScratchJr.

Powerful Ideas from Computer Science: Modularity, Representation
Powerful Ideas from Literacy: Alphabet and Letter-Sound Correspondence

I. Warm Up: Programmer Says

- This activity is played like the traditional “Simon Says” game, in which children repeat an action if Simon says to do something. Briefly introduce each programming instruction and what it means. Have the class stand up. Hold up one big ScratchJr icon at a time (use the ScratchJr Block Cut Outs) and say, “Programmer says to _____”. Repeat each block multiple times.

II. Opening Tech Circle: Designing a Program

- Explain that the class is going to use the blocks they’ve learned to make a specific story or scene! To do this we have to decide on an action we want to program, and maybe even change the character to go along with the scene.

III. ScratchJr Time: Adding a New Character, Adding Your Name & Blast Off!

- Show children how to add and remove a new character in ScratchJr. After adding a new character, show children how to add their name to a program using the “Add Text” button.
- In ScratchJr, have children create their own rocket ship taking off using the blocks they have learned so far and the rocket ship character. Have children add their names to their programs.

IV. Closing Tech Circle: Share Creations

- Go around and have children share their rocket ship programs for the class.

Vocabulary:

Character

Scene



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