Kindergarten, Lesson 7 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 7: Teddy Bear, Teddy Bear

Lesson 7 Overview: Lesson 7 introduces the Paint Editor tool in ScratchJr. Children also practice planning and brainstorming as they begin their Teddy Bear, Teddy Bear projects.

Powerful Ideas from Computer Science: Algorithms, Modularity, Representation
Powerful Ideas from Literacy: Sequencing, Phonological Awareness

I. Warm Up: Teddy Bear Jump Rope

- Teach the Teddy Bear jump rope rhyme and movements to children. Children can stand up and jump and dance along as if they have jump ropes

II. Opening Tech Circle: Teddy Bear, Teddy Bear Movements

- Explain to children that today they will create a program in ScratchJr to go along with the jump rope rhyme *Teddy Bear, Teddy Bear*.
- Tell the children that they will learn how to make their own teddy bear character. Then they will program their bear to do the Teddy Bear chant.
- Help the children translate the movements into ScratchJr symbols.

III. ScratchJr Time: Paint Editor & Make your Teddy Bear

- Introduce the Paint Editor tool.
- Give children time to make a Teddy Bear character in ScratchJr.

IV. Closing Tech Circle: Looking Ahead

- Tell the class that next time we will get to actually program the jump rope dance!
- Ask them what other songs and dances they think they could program. Each child can share an idea.

Vocabulary:

Brainstorm

ScratchJr Blocks:

Start on Green Flag

End

Motion Blocks

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