

## Kindergarten, Lesson 8 of 24

## Coding as Another Language - ScratchJr (CAL-ScratchJr)



### Lesson 8: Program the Teddy Bear

**Lesson 8 Overview:** Lesson 8 introduces what parameters are and what they are used for. Children program their Teddy Bear, Teddy Bear dances.

**Powerful Ideas from Computer Science:** Algorithms, Representation, Modularity

**Powerful Ideas from Literacy:** Sequencing, Phonological Awareness

#### I. Warm Up: Teddy Bear, Teddy Bear

- Recap the last lesson in which the children planned how they would program their Teddy Bear programs. Today we will actually be writing the program!

#### II. Opening Tech Circle: What is a Parameter?

- Pull up the block cut outs and point to the numbers at the bottom of the motion blocks. Explain that this number tells the ScratchJr character how many times to move. Explain that we call it a parameter.
- A parameter tells a computer how many times to do that action.

#### III. ScratchJr Time: Parameters & Program the Teddy Bear

- Explain how parameters work in ScratchJr.
- To relate to the current project, ask children what parameter they will use to make their Teddy Bear turn completely around. Children can solve this using trial and error (answer: 12).

#### IV. Closing Tech Circle: Share Creations

- Children share their projects with the class.
- Review sharing procedures. E.g., listening while others are presenting, complimenting each other's projects, asking each other questions.

#### Vocabulary:

Parameter

#### ScratchJr Blocks:

Start on Green Flag

End

Motion Blocks



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