

Kindergarten, Lesson 9 of 24

Coding as Another Language - ScratchJr (CAL-ScratchJr)



Lesson 9: Think like a Creator

Lesson 9 Overview: Lesson 9 introduces the steps of the Design Process. Children use the Design Process to create something of their choosing out of arts, crafts, and recycled materials.

Powerful Ideas from Computer Science: Design Process
Powerful Ideas from Literacy: Writing Process, Sequencing

I. Warm Up: Design Process Song

- Teach and sing the Design Process song.

II. Opening Tech Circle: Introduce the Design Process

- Explain the Design Process using the Design Process Anchor Chart.
- Walk through each step of the Design Process (Ask, Imagine, Plan, Create, Test & Improve, Share) from the Teddy Bear project last class

III. Unplugged Time: Your Own Design Process

- Explain that the Design Process isn't just for ScratchJr, it's for making anything! Today they are going to get to choose what they design using the Design Process!
- Give the children a prompt of how to make something. Break into small groups to brainstorm ideas for their projects. Ask the children at the end of the small group time to share their plans.
- Give children time to use craft and recycled materials to make their creation! Pause and ask children if their creations are following their plan? Are there any changes they want to make now that they've started actually making their project?
- Go around and share creations as a class.

IV. Closing Tech Circle: It's a Cycle!

- Ask the children if seeing everyone's projects, and working on their own projects, gave them any ideas of new things they want to make! Remind the children that the Design Process is a cycle. Sharing just leads to more asking and more creating and then more sharing!

Vocabulary:

Design Process

Ask

Imagine

Plan

Create

Test

Improve

Share

Cycle



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