Coding as Another Language - ScratchJr
(CAL-ScratchJr)

DEVTECH RESEARCH GROUP

Lesson 5:
Your First Program

Lesson 5 Overview: Lesson 5 introduces basic ScratchJr blocks and how to make simple programs. Children explore what shapes, colors, and symbols represent within the ScratchJr app.

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

I. Warm Up: Stop and Go

- Show pictures of different Signs (e.g., Stop Sign) and ask children if they know what it means.
- Show a picture or two of a street and go on a Scavenger Hunt for symbols. Ask children to look around the picture and locate other signs on the street

II. Opening Tech Circle: ScratchJr Symbols

- Ask children "How do you know what ScratchJr blocks mean? What clues can you find about what they do?" Discuss the following:
  - Shapes: Pull up a start block, an action block and an end block. Discuss the shapes of blocks and ask if the shapes mean anything?
  - Colors: Discuss the significance of the block colors Explain that each color represents a certain type of block (e.g., blue = motion).
- Symbols: What do the symbols tell us? • Discuss the importance of the green flag and the end block. These blocks have specific purposes within the programming language.

III. ScratchJr Time: ScratchJr Program Introduction & Free Play

- Show simple motion blocks to the class and introduce how to make a program on ScratchJr. Show how to snap blocks together to make a sequence of movements. Demonstrate how to create a program using start and end blocks that runs by clicking the green flag.
- Provide children with free-play time, encouraging them to use the new blocks they just learned to make Kitten do different things.

IV. Closing Tech Circle: Project Share

- Children share their projects from free-play. Discuss sharing procedures - (e.g., listening while others are presenting). When sharing projects, remind children to use the ScratchJr interface features such as the presentation mode which makes their project fill the screen.

Vocabulary:

Symbols

ScratchJr Blocks:

Start on Green Flag

End

Block Motion Blocks