

**Learning Scratch**  
**October 23, 2024**  
**Grade 1 Science**  
**~30 Minutes**

**ABSTRACT**

- Students will have the opportunity to learn about the scratch program through a video. Afterwards they will try out the scratch program themselves to learn the basics of it.

**CURRICULAR OUTCOMES**

**Science**

**Organizing Idea**

Computer Science: Problem solving and scientific inquiry are developed through the knowledgeable application of creativity, design, and computational thinking.

**Guiding Question**

How can instructions affect outcomes?

**Learning Outcome**

Students follow instructions and relate them to outcomes.

**Knowledge**

Instructions are directions that can be followed and given in various forms, including verbal, audio, visual, and written.

**Understanding**

The form in which instructions are given may not affect the outcome.

**Skills & Procedures**

Follow instructions with two or three steps given in different forms.

**ICT**

**Category: Foundational Operations, Knowledge and Concepts**

**DIVISION 1**

**1.1** demonstrate courtesy and follow classroom procedures when making appropriate use of computer technologies Students will demonstrate a moral and ethical approach to the use of technology.

**1.3** Demonstrate appropriate care of technology equipment

**1.5** use appropriate communication etiquette

### REAL WORLD RELEVANCE

- These lessons are important to the real world because eventually students will have to learn how to use computers as they are a part of daily life.
- In the curriculum students have to learn more about computer science. This lesson serves as the foundation for students to learn more about computer science.

### DIFFERENTIATION

- I will refer to my class support plan.  
<https://docs.google.com/document/d/1olzbi6wo77q4rTBIUMCSyJDY-qdFrE1oy5xuvPNngtg/edit?usp=sharing>

### RESOURCES/MATERIALS

- Computers
- Scratch Program

### Learning Tasks

#### Intro/Hook

Time	Learning activities	Diagnostic Assessment
~15 min	<ul style="list-style-type: none"> <li>- I will capture student interest by showing them a video of an activity on scratch. This can help keep them engaged and interested in scratch.</li> <li>- I am building on prior knowledge by showing the students what they can do with the scratch program.</li> <li>- I will then explain the scratch program a bit more to ensure the students know what they are doing.</li> </ul>	<ul style="list-style-type: none"> <li>- The questions that I will be asking students during the intro stage of the lesson will serve as a diagnostic assessment.</li> </ul>

#### Development

Time	Learning Activities	Formative Assessment
~10 min	<ul style="list-style-type: none"> <li>- I will get the students to open the scratch application up on computers individually.</li> <li>- This is where they will try out the scratch</li> </ul>	<ul style="list-style-type: none"> <li>- I will provide feedback to the students as they are working on scratch.</li> </ul>

	<p>application and do basic activities on the application. They will go into the create feature and try to just drag the “move 10 steps” onto the motion part. They will then click the cat to get it to move. This is basic because I believe the students need to first learn what the program is and basic aspects before anything too hard.</p>	
<b>Closure</b>		
Time	Learning Activities	Formative Assessment
~5 min	<ul style="list-style-type: none"> <li>- After completing the scratch activity I will bring the students back to the floor in front of the smartboard. I will show the students a little bit of the different activities they can do on scratch. I want to show them that scratch is something that they can use in their lives and it would be fun.</li> <li>- I will ask the students what they found out about the application.</li> <li>- I will guide the students to the next learning tasks by making sure they put their computers back in the computer cart.</li> </ul>	<ul style="list-style-type: none"> <li>- I will ask the students questions and that will serve as a formative assessment.</li> <li>- This will inform the next lesson by seeing how much the students need to learn when it comes to computers.</li> </ul>
<b>Group Teaching Reflections</b>		