Lesson 10: One Sentence at a Time

Powerful Ideas of Computer Science	Modularity, Hardware/Software
Powerful Ideas of Literacy	Tools of Communication and Language, Sequencing, Writing Process
PTD	Collaboration, Community Building, Communication
Palette of Virtues	Open-Mindedness, Fairness, Patience, Curiosity
Children will be able to…	● Use the Text tool in ScratchJr. ● Record a sound clip using the Sound Recorder in ScratchJr. ● Use the Play Recorded Sound Blocks in a ScratchJr program. ● Create parallel programs in ScratchJr.
Vocabulary	● Parallel Programming: when two or more programs run at one time
Teacher Preparation	● Read lesson plan. ● Print Lesson 10 Check for Understanding or pull up the Lesson 10 Check for Understanding slides. ● Print a copy per child of the Lesson 10 Design Journal.

Warm Up

- **One Sentence Story** *(Suggested time: 5 minutes)*
  - Creating a story about Cat on ScratchJr.
  - Teacher starts the story but only using one sentence "One day, Cat bumped into Tac on the beach, and they decided to go on an adventure."
  - The next child will add a sentence and so on until all the children have had a turn.
    - The teacher should write each child's sentence down for reference.

Word Time

- **Planning Our Classroom Story** *(Suggested time: 10 minutes)*
  - In Lesson 10 Design Journal, children write their sentences and draw a picture of how they would like to program that scene in ScratchJr.

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Opening Tech Circle

- **Introduce Project - Our Classroom Story** *(Suggested time: 5 minutes)*
    - Each child will create their sentence on ScratchJr so when the devices are played in order it tells the story the class created.

ScratchJr Time

Structure Challenge:

- **ScratchJr Refresher** *(Suggested time: 10 minutes)*
    - Review the Add Text button.
    - Use the Add Text button to create a text box on the screen.



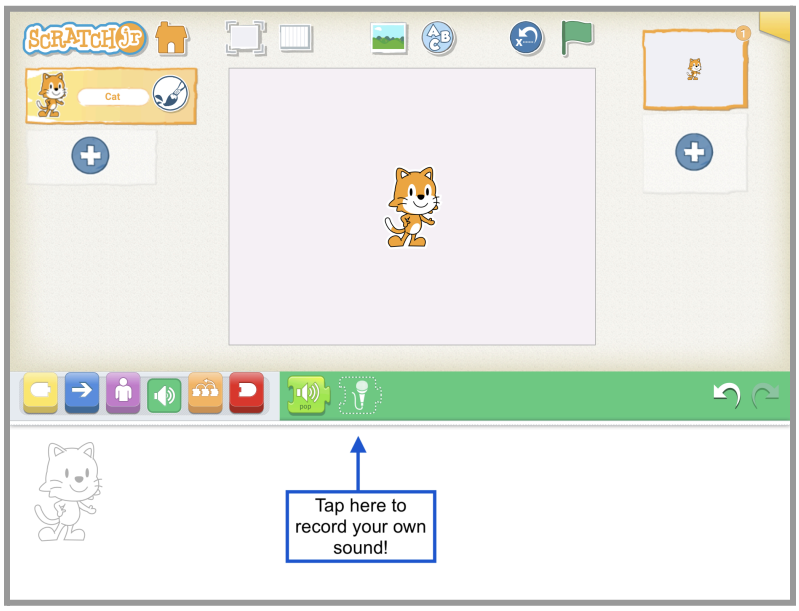
    - Using the device keyboard, children can write their sentences.



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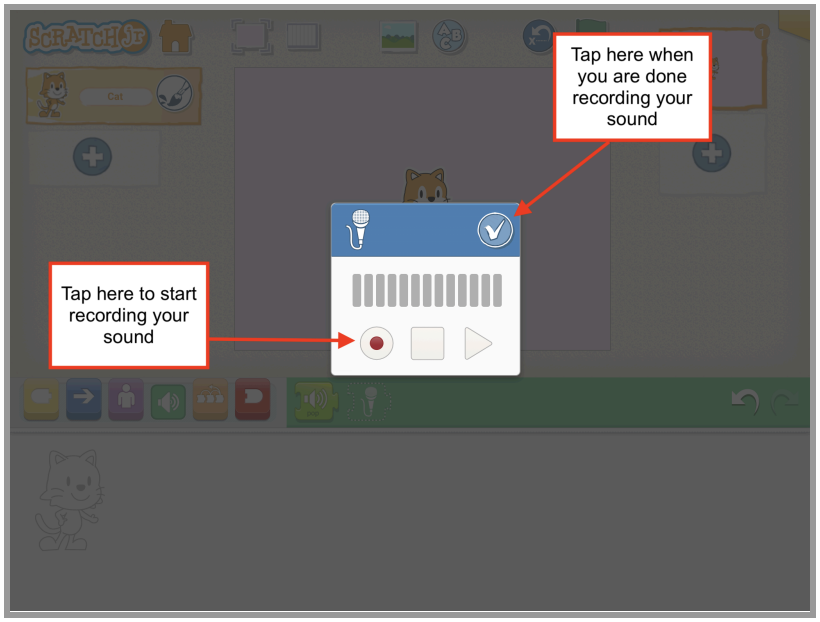
- When they finish, they can drag the text box around the screen, and place it anywhere.

- **Review Recorded Sound**
  - Using the Play Recorded Sound Block:
    1. In the programming area, tap on the green sound symbol. Within that menu, tap on the Microphone Block with the dotted edge to record sound.

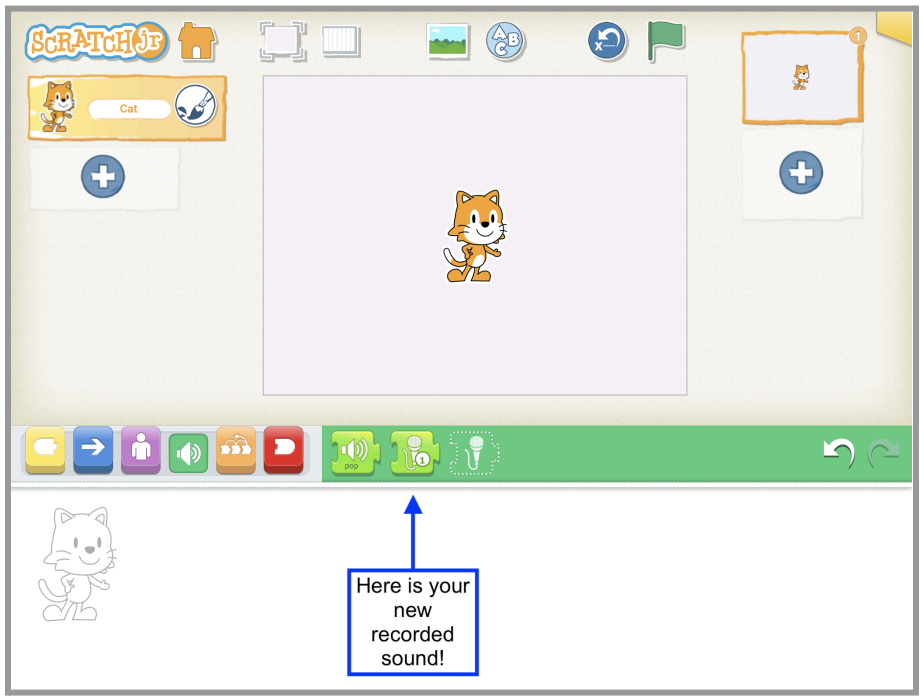


    2. Tap on the red dot to record your sound. When you're done recording push the same button to stop recording. Then, tap on the check mark.

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3. Now you have your own recorded sound to use in your program! Drag the new block that appeared (the microphone with a number next to it) into the programming area. Tap on it and let children listen to themselves.



- **Parallel Programming**
  - Introduce **Parallel Programming** - It means that two programs are happening at one time. An example of a parallel program would be as follows.

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- The above parallel programs allow for Cat to move <u>at the same time</u> as playing the voice recording. This lets Cat talk while moving.

Lesson 10 Check for Understanding: Before starting a project, check your children's understanding of the new concepts they've just learned. Read each question to the children and have the children respond with a thumbs up for "yes" or a thumbs down for "no." Stop and re-explain concepts as needed.

Expressive Explorations:

- **Creating Our Classroom Story** *(Suggested Time: 10 minutes)*
  - Each child will create their sentence on ScratchJr
  - Encourage children to share their sentence with the person(s) next to them before programming it.
  - Put the devices together and play them in order to tell the story the class created.
  - Children should record their sentences or write them using the text tool button.
    - Please see the example project below:

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Closing Tech Circle

- **Share** *(Suggested Time: 5 minutes)*
  - Children share any challenges they might have encountered during their project.

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