

Lesson 18: Make it Happen

Powerful Ideas of Computer Science	Control Structures
Powerful Ideas of Literacy	Literary Devices
PTD	Content Creation, Communication
Palette of Virtues	Curiosity, Open-Mindedness, Patience, Fairness
Children will be able to...	- Identify uses for Send Message and Start on Message blocks in ScratchJr projects. - Use the Send Message and Start on Message blocks in ScratchJr
Vocabulary	Message: something communicated in writing, in speech, or by signals
Teacher Preparation	- Read lesson plan. - Open Relay Race Video in a new tab. - Print Lesson 18 Check for Understanding or pull the Lesson 18 Check for Understanding Slides.

Warm Up

- **Pass the Baton!** (*Suggested Time: 5 minutes*)
 - Play the [Relay Race Video](#) and explain to the children that when runners race as a team, they pass a stick called a *baton* to each other to signal that they can stop, and the next person can go and start racing.

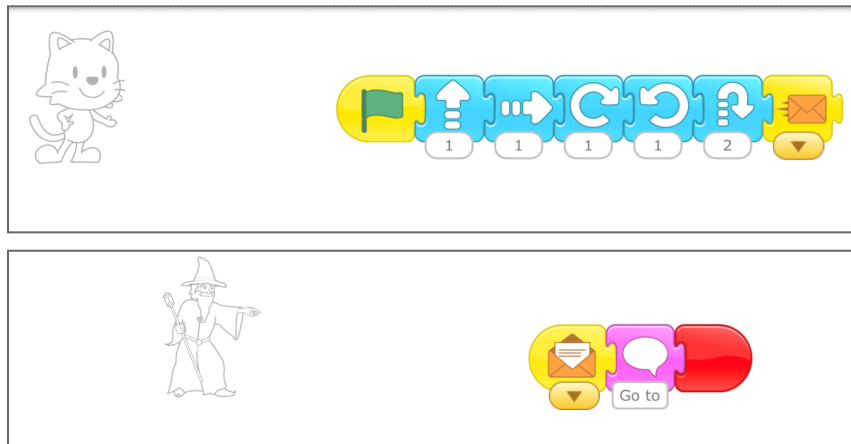
Opening Tech Circle

- **The Dancing Stick!** (*Suggested Time: 10 minutes*)
 - Choose an object in the class to be the Dancing Stick! Explain to children that the dancing stick will be like the baton from the relay race, only it will tell them when to start dancing instead of racing! Have children stand up and get silly! Each child will get a turn to dance and make funny movements, but ONLY when they get the dancing stick.
 - Emphasize that children can only start dancing once someone hands them the dancing stick!

ScratchJr Time

Structure Challenge:

- **Send Message** (*Suggested Time: 10 minutes*)
 - Just like the batons for racing, and our dancing stick, ScratchJr has a tool that lets us pass something on from one program to tell another program to start! It's called the **message** blocks!
 - Send Messages: In ScratchJr, characters can send messages to one another to signal when to start their programs. The Start on Message block can be used in place of the Green Flag block. See the example program below:



Lesson 18 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:

- **Make a Message** (*Suggested Time: 10 minutes*)
 - In groups of three or more, children do a project using message blocks.
 - On one device, have each child choose a character and create a program using the message blocks. Each character will send and/or receive a message.
 - Encourage them to predict what will happen and see if it happens.

Closing Tech Circle

- **Share Creations** (*Suggested Time: 10 minutes*)
 - Children share their creations with the class.

Opportunities for Differentiation

- **Virtual Learning**

- Rather than an object that gets passed, choose a fun word! The children will dance and then say the fun word and another child's name to pass it on to that child.