

Activity Title: All About Me Subject: Coding Grade: K-2		Teacher: Smerechniak Duration time: 120 minutes
Summary and Details of Activity Students will create a show All About Me. ScratchJr is an introductory programming language that enables young children (ages 5-7) to create their own interactive stories and games. Children snap together graphical programming blocks to make characters move, jump, dance, and sing. Children can modify characters in the paint editor, add their own voices and sounds, even insert photos of themselves -- then use the programming blocks to make their characters come to life.		
• T will demonstrate how to press the Home Button to begin a project. • T will select the white paper with the + to make a new project. • T will demonstrate how to remove the cat by pressing and holding the cat on the screen or the cat on the left for 2 seconds. • T will press the + sign to add a character. • T will choose a character with a white face. Instead of pressing the check, T will press the white paintbrush. • T will select the camera tool. Press inside the white face to take a picture. • T will place their face inside the empty face. Press the camera at the bottom to take the picture. Ss can also take pictures of each other by flipping the camera around. • Using the paint bucket to color the skin, pants, and shirt different colors. T will allow Ss to work on their characters while monitoring for difficulties.. • T will model how to add a background to the scene. • T will drag out the green flag. • T will drag out the speech bubble. T will write a sentence introducing themselves. "My name is ____ and I ____."		
Desired Results		
NYS CS & DF Standards: • K-1.IC.2 • K-1.IC.6 • K-1.CT.1 • K-1.CT.6 • K-1.CT.8 • K-1.CT.10 • K-1.NSD.1 • K-1.NSD.3	Vocabulary: • Code • Program • Run • Blocks • Bug • Debug • Test	Resources: • Digital devices • Scratch jr. App • https://www.scratchjr.org/teach/activities/drive-a-cross-the-city

Learning Objectives:

The student will be able to...

- Students will become familiar with the coding process to inspire lifelong programming careers.
- Plan and manage activities to develop a solution or complete a project
- The students will create a show all about me.

Assessment Evidence

Summative Assessment:

As young children code with ScratchJr, they learn how to create and express themselves with the computer, not just to interact with it. In the process, children learn to solve problems and design projects, and they develop sequencing skills that are foundational for later academic success. They also use math and language in a meaningful and motivating context, supporting the development of early-childhood numeracy and literacy. With ScratchJr, children aren't just learning to code, they are coding to learn.

All About Me Rubric

- Character • No = Doesn't include an edited character • Yes = Includes edited character
- Face • No = Doesn't include face • Yes = Includes face
- Background • No = Doesn't include background • Yes = Includes background
- Speech Bubble Fact • No = Doesn't include speech bubble fact • Yes = Includes speech bubble fact

Extensions:

Allow time for students to share their projects about themselves