Lesson 21: Your Final Project III

Powerful Ideas of Computer Science	Design Process, Modularity
Powerful Ideas of Literacy	Writing Process, Phonological Awareness
PTD	Content Creation, Creativity
Palette of Virtues	Curiosity, Patience, Optimism
Children will be able to...	● Plan alternate endings to a story using Design Journal prompts. ● Create an alternate ending to a story in their ScratchJr projects
Vocabulary	● Alternative Ending: a possible ending to a story that is different than the original
Teacher Preparation	● Read lesson plan. ● Print Lesson 21 Design Journal for each child or refer to Full Design Journal. ● Open the Bonus Character Questions slideshow on a new tab and have it ready to present.

Warm Up

- **Guess Who?** *(Suggested Time: 5 minutes)*
  - Play a game of Guess Who?
  - If you know the children well enough, pick one in the classroom and give hints about them.
  - Or use characters from one of the books or ScratchJr.
    - E.g., Ada - loves flying and machines.
    - E.g., Cat - orange, likes to be programmed.

Opening Tech Circle

- **Alternative Ending with Bonus Character (***Suggested Time: 10 minutes)*
  - Revisit the discussion from last class about **alternative endings**. Discuss the idea of what if the story changed in these two scenarios:
    - "What if there were new characters?"
    - "What if the ending of the story changed?"
  - Introduction to the final project.

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        - Children will change the last page of their projects created in lessons 19-20 to create a new ending and add a new bonus guest to join the Wild Rumpus!

Word Time

- **Planning the Final Project (***Suggested Time: 10 minutes)*
    - In their Design Journals, children will plan for changes to the last page and their bonus character.
        - Changes to the last page - what might you change?
        - New bonus character - who should be your bonus guest?

ScratchJr Time

Expressive Explorations:

- **Programming the Final Project (***Suggested Time: 10 minutes)*
    - Children will program to change only the last page of their story. Children will also invite a new ScratchJr character to join the Wild Rumpus by copying another character's script.

Closing Tech Circle

- **Bonus Character Questions (***Suggested Time: 10 minutes)*
    - Have children create questions to ask to find out who the bonus character is - use the anchor chart for Bonus Character Questions and save responses for the next lesson.
        - E.g., Is your bonus character imaginary or real?

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