

### Lesson 3: Step into ScratchJr!

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| Powerful Ideas of Computer Science                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Representation, Hardware/Software, Design Process                                                                                                                                                                                                                                                                                                                                                                                                |
| Powerful Ideas of Literacy                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Tools of Communication and Language, Writing Process                                                                                                                                                                                                                                                                                                                                                                                             |
| PTD                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Choices of Conduct, Content Creation                                                                                                                                                                                                                                                                                                                                                                                                             |
| Palette of Virtues                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Curiosity, Open-mindedness                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Children will be able to...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <ul style="list-style-type: none"> <li>● Handle the device in a safe way.</li> <li>● Open the ScratchJr application.</li> <li>● Navigate the ScratchJr interface.</li> <li>● Create a new project in ScratchJr.</li> <li>● Add a new character in ScratchJr.</li> <li>● Save a project under a name in ScratchJr.</li> <li>● Identify and use the Start, End, and Motion Blocks in ScratchJr.</li> </ul>                                         |
| Vocabulary                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <ul style="list-style-type: none"> <li>● Interface vocabulary <ul style="list-style-type: none"> <li>○ Stage: where the character is, and the action happens in ScratchJr</li> <li>○ Programming Area: where the program is written in ScratchJr</li> <li>○ Blocks Palette: where the blocks are in ScratchJr</li> </ul> </li> </ul>                                                                                                             |
| Teacher Preparation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <ul style="list-style-type: none"> <li>● Read lesson plan.</li> <li>● Memorize the lyrics to the <a href="#">Clean-Up Song</a> and open it up in another tab to have it ready to be played.</li> <li>● Become familiar with the <a href="#">ScratchJr Interface Guide</a>. Open it up in another tab and be ready to project it.</li> <li>● Print the <a href="#">ScratchJr Block Cut Outs</a> and cut out the top area of each page.</li> </ul> |
| <p><b>Warm Up</b></p> <ul style="list-style-type: none"> <li>● <b>Review ScratchJr Blocks</b> (<i>Suggested Time: 5 minutes</i>) <ul style="list-style-type: none"> <li>○ Using <a href="#">ScratchJr Block Cut Outs</a>, ask the class to remind you what Start, End, and Motion Blocks do.</li> </ul> </li> </ul> <p><b>Opening Tech Circle</b></p> <ul style="list-style-type: none"> <li>● <b>Starting ScratchJr</b> (<i>Suggested Time: 5 minutes</i>) <ul style="list-style-type: none"> <li>○ Introduce the device and explain how to handle it safely with two hands.</li> </ul> </li> </ul> |                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

Coding As Another Language (CAL) for ScratchJr (CAL-ScratchJr) - 2nd grade © [2020 - 2025] DevTech Research Group. Some Rights Reserved.

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- Show children how to open the ScratchJr app.
- Show children how to create a new project. To begin, project one device onto a screen so that all children can watch the following introduction to the ScratchJr interface.

1. Open the ScratchJr app.



2. Show children the plus sign and ask them if they know what this will do. After their answers, show them how to open a new project under “My Projects”.



[illegible]

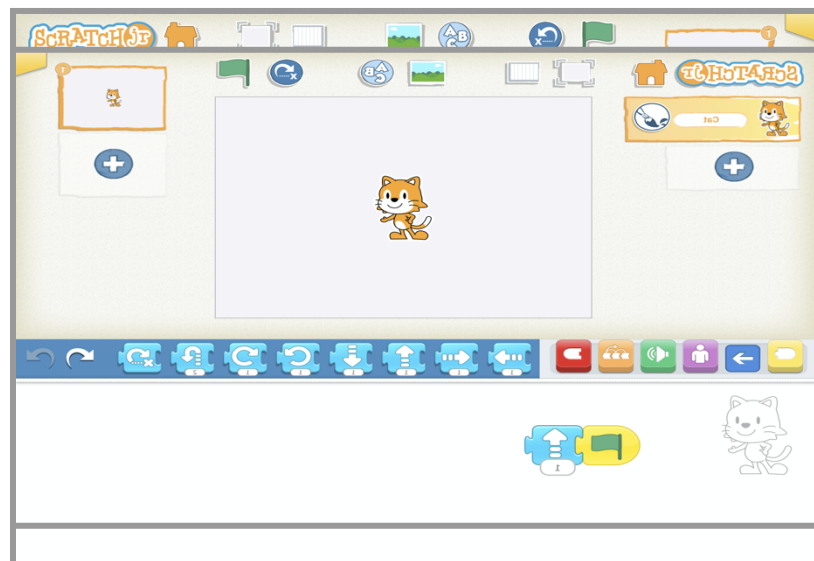
**Structure Challenge:**

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- Introduce important vocabulary (stage, programming area, **programming script**, etc.). Use the [ScratchJr Interface Guide](#) below to point out key interface features.



- How to Make a Program?
  - Show simple Motion Blocks to the class and introduce how to make a program on ScratchJr using the steps below:
    1. Drag blocks into the programming area and tap on them to show how the Cat moves. Some important Motion Blocks are left, right, up, down, rotate left/right, and jump.



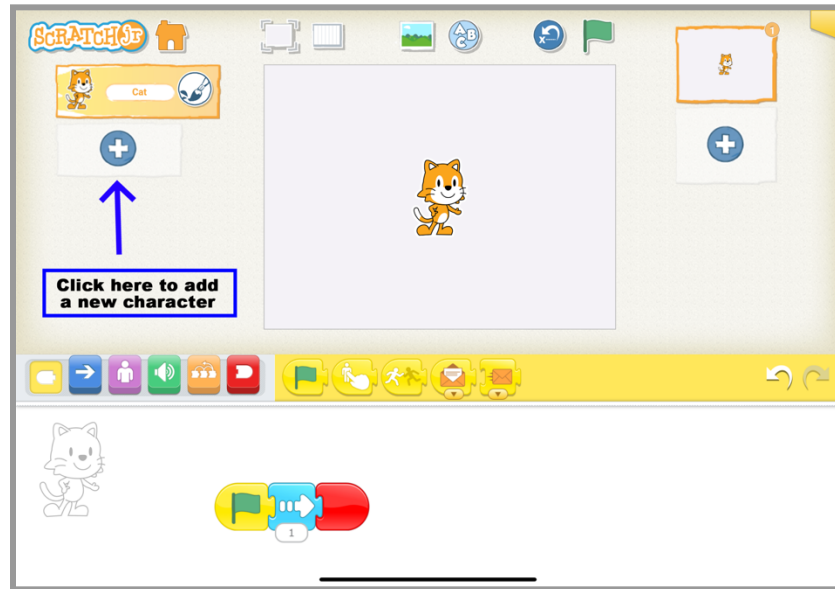
2. Show how to snap blocks together to make a sequence of movements.

3. Demonstrate how to create a program using Start and End Blocks that runs by taping the Green Flag. Note that Start and End Blocks are necessary when using presentation mode or when running a program with multiple parts (so they start simultaneously).



- Have children practice by making a simple program using Motion Blocks.
  - Ask the children if they know how to add a new character and then show them how to add a new **character** using the steps below:

1. Tap on plus sign on the left side of the screen.



2. Select the desired character and tap the check mark to continue.



3. Drag it around the stage area to place it in the desired location.



- To remove a character, press and hold your finger on the box with the character's name on it. A red “x” will appear at the top of the character box.

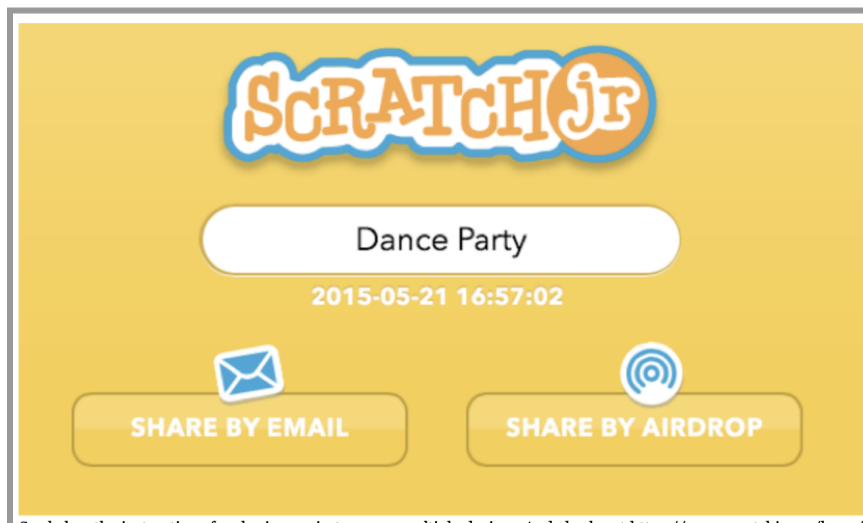


- Saving Projects.
  - Show children how to save a project under a name using the steps below.
    1. Open the project you want to share.

2. Tap the yellow rectangle in the top right corner of the screen to see the Project Information Screen.



3. Type a specific name for this project (e.g., “Dance Party”). If children are still developing their typing skills, you can invite them to type something simple like their own name, and you can rename the project when you receive it.



### ***Expressive Explorations:***

- **Free Play** (*Suggested Time: 15 minutes*)
  - Children freely explore the ScratchJr interface further.

- To promote fairness, remind children to practice taking turns sharing the device. Suggest children set a time limit for each partner (e.g., 5 minutes)
- To promote their curiosity and open-mindedness, ask children to use a button or block they have never used before.

### Closing Tech Circle

- **Clean-Up Song** (*Suggested Time: 5 minutes*)
  - Introduce the device *clean-up song* and explain how to store devices safely in the classroom or virtually.

(to the tune of the Itsy Bitsy Spider)

*We're turning off our devices and putting them away*

*We had so much fun but we're finished for the day*

*We're using both our hands and we walk instead of run*

*We put away our devices and now the song is done*

### Opportunities for Differentiation

- **Virtual Learning**
  - Children may not be able to put away their device and remain in front of the camera. If staying at their seat, children are recommended to clap along to redirect attention to the lesson.