

Lesson 12: Flipping the Page

Powerful Ideas of Computer Science	Design Process, Algorithms, Modularity
Powerful Ideas of Literacy	Writing Process, Sequencing
PTD	Community Building, Collaboration
Palette of Virtues	Open-Mindedness, Fairness
Children will be able to...	• Add a new page to a ScratchJr project • Use the Go to Page Block in ScratchJr.
Vocabulary	• <u>Page</u>: where a book or story is written or drawn
Teacher Preparation	☐ Read lesson plan ☐ Have a hard or digital copy of Rosie Revere, Engineer by Andrea Beaty (ISBN-13: 9781419708459) available ☐ Print Lesson 12 Check for Understanding or pull up the Lesson 12 Check for Understanding Slides.

Word Time (Whole Group)

- ***Rosie Revere, Engineer*** (Suggested Time: 10 minutes)
 - Re-read and review with attention to the sequence of events. Use these prompts to guide the discussion:
 - Do you remember what happens next?
 - Based on what we have already read, why do you think that happened?

Opening Tech Circle (Whole Group)

- **Flipping a Page** (Suggested Time: 5 minutes)
 - Explain that with books and ScratchJr projects, you can continue the story by adding new **pages**.

ScratchJr Time (Whole Group)

Structure Challenge:

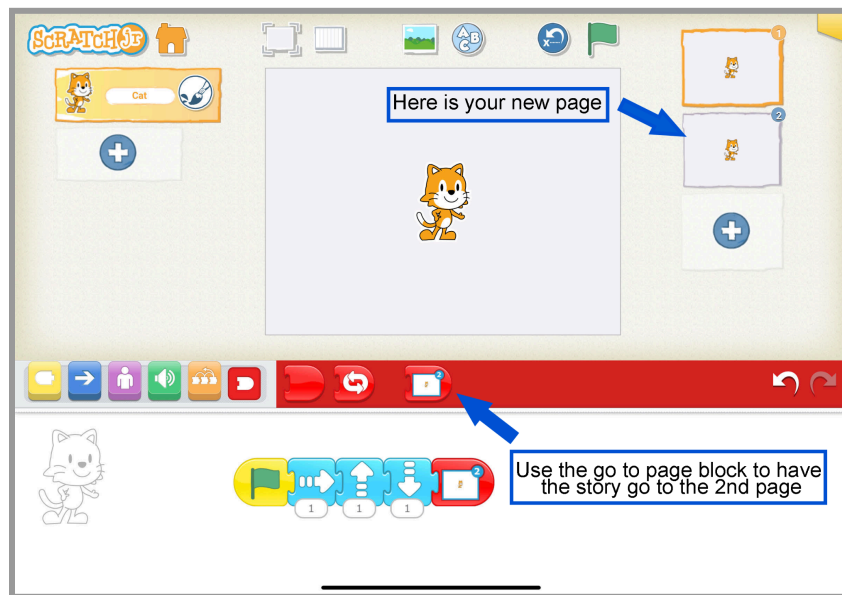
- **ScratchJr Pages** (Suggested Time: 10 minutes)

- Explain that to continue a story onto another page, add the red End Block with a picture of the next page to one of your programs. This creates a “Turn Page” program function. Use the steps below:

1. Add a new page.



2. Once you’ve added a new page the Go to Page Block will appear in your red End Block palette.



3. Add the Go to Page Block at the end of your program on the first page for the pages to change after the program is done.



4. To remove a page, press and hold your finger on the numbered page that you'd like to remove. A red "x" will appear at the top of the numbered page block. Tap the "x" to remove the page. See example below:

Lesson 12 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: (Pairs)

- **Adding to Your Story** (*Suggested Time: 5 minutes*)
 - Have children add and program a new page to their Rosie scene from last class. Have children use the *Go to Page Block* to flip pages on their story.

Closing Tech Circle (Small Group)

- **Share stories** (*Suggested Time: 5 minutes*)
 - Have children share their stories and make sure everyone sees both pages. Encourage children to show their peers their code, compliment each other's projects, and ask each other questions.

Opportunities for Differentiation

- **Extra Challenge**

- For children that need more of a challenge, encourage them to change the number of any of the parameters in their program that they learned in [Lesson 8](#).
- **Read Along Link**
 - Refer to [Rosie Revere, Engineer Read Aloud](#) if the physical book cannot be accessed or if teaching in a virtual format (select 1080p HD for best quality).