

Lesson 19: Eventful Story

Powerful Ideas of Computer Science	Algorithms, Representation
Powerful Ideas of Literacy	Literary Devices
PTD	Content Creation, Creativity
Palette of Virtues	Curiosity, Open-mindedness
Children will be able to...	<ul style="list-style-type: none"> ● Use parallel programming in ScratchJr. ● Use the Stop block in ScratchJr. ● Use details to increase the complexity of ScratchJr projects.
Vocabulary	
Teacher Preparation	<ul style="list-style-type: none"> ● Read lesson plan. ● Have Stellaluna by Janell Cannon (ISBN-13: 9780590483797) available.

Warm Up

- **Charades - Scene Edition** (*Suggested Time: 10 minutes*)
 - Play *charades* using scenes from *Stellaluna* as prompts.
 - Children take turns acting out various scenes and other children guess which scene they are representing.
 - Prompts: Stellaluna falling into the bird's nest, Stellaluna eating a grasshopper, etc.

Opening Tech Circle

- **Details Are Important!** (*Suggested Time: 5 minutes*)
 - Discuss with children how they chose to represent scenes to their peers. Which details were the most important to act out?
 - Explain that adding specific details like flying patterns, coordinated movements, etc. helps to bring a story to life.
 - Brainstorm as a class what types of ScratchJr blocks can be useful for adding details to a story.

ScratchJr Time

Structure Challenge:

- **Parallel Programming and Stop Block** (*Suggested Time: 5 minutes*)

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- Parallel Programming
 - Review parallel programming: It means that two programs are happening at one time. For example, in Lesson 10, we discussed how parallel programming can let a character speak while moving.
 - Parallel programming can also let you create new movement patterns. As an example:



- The above parallel programs allow for Cat to move right at the same time that Cat is moving up. This lets Cat move diagonally. If the program were written as an alternating movement right and up, Cat would move in a staircase pattern.
- Stop Block
 - Introduce the Stop Block. This block is used to stop all programs running for a particular character.



Expressive Exploration:

- **Make Stellularuna Fly!** (*Suggested Time: 15 minutes*)
 - Think about how animals like birds and bats fly. They can fly in multiple directions and can move through the air while flying.
 - Children can explore parallel programming in order to create flight patterns for birds and bats.
 - Ask children, how many different flight patterns can make. Can a flight pattern be made of more than 1 program? More than 2?
 - Encourage children to use the Stop Block in their flight pattern programs. This can be done in multiple ways, for example: by flying in the other direction while continuing to fly up and down, ending a spinning program while flying forward, or ending the whole path when the animals bump into each other.

Closing Tech Circle

- **Sharing the Process** (*Suggested Time: 10 minutes*)
 - Children share the blocks they combined using parallel programming.
 - Children share any new learnings or challenges they might have while programming.