Lesson 24: Final Project Showcase

Powerful Ideas of Computer Science	Design Process, Algorithms
Powerful Ideas of Literacy	Writing Process, Sequencing
PTD	Community Building
Palette of Virtues	Gratitude, Generosity, Optimism, Curiosity
Children will be able to...	• Speak and express themselves in front of the class through guided questions from a teacher. • Share their final ScratchJr creations.
Vocabulary	
Teacher Preparation	• Read lesson plan. • Print Lesson 24 Design Journal or refer to Full Design Journal.

Warm Up

- **Dance a Wild Rumpus (***Suggested Time: 5 minutes)*
    - As a class, dance as if you were in the Wild Rumpus from the book, *Where the Wild Things Are.*

Final Project Showcase (*Suggested Time: 20 minutes)*

- Have children pretend they are in a museum displaying their final projects.
- Split the class in half. One half will exhibit their projects while the other half of the children walk around looking at the projects. Set a 10-minute timer.
- Encourage them to ask questions.
- Use the guided questions:
    - Who is your bonus guest?
    - How did you change the end of the story?
    - What are some of the blocks you used in your program?
- While walking, ask them to complete a scavenger hunt looking for different elements in other friends' projects. Give them a list of things to look for.
- After the timer goes off, the groups will switch (i.e., children who exhibited their projects will now walk around, and children who walked around will now exhibit their projects).

Word Time

- **Lesson 24 Design Journal (***Suggested Time: 10 minutes)*
    - In their Design Journals, children will write a reflection to answer the prompts:
        - Write or draw about something you learned...
        - Write or draw about your favorite part of ScratchJr.

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Closing Tech Circle

- **The Future of Programming** *(Suggested Time: 10 minutes)*
    - Applaud and compliment children for all their great work on both their final projects as well as throughout this class.
    - Discuss the future of programming with the whole class with these guided questions:
        - What is their favorite thing they have learned in ScratchJr?
        - What project would they like to work on next? Or what skill would they want to learn next?
        - Looking bigger than ScratchJr, what piece of technology would they want to help create or program?
    - Explain that now that they have finished taking this class, they are the future of programming! As they grow up, they will continue to learn how to take their ideas in their brains and make them real!
    - Ask children to sing and dance to a clean-up song one last time.

(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

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