

## Lesson 4: Step into ScratchJr!

Powerful Ideas of Computer Science	Hardware/Software
Powerful Ideas of Literacy	Tools of Communication and Language
PTD	Content Creation, Community Building, Communication, Choices of Conduct, Collaboration, Creativity
Palette of Virtues	Fairness, Curiosity, Open Mindedness, Generosity, Optimism
Children will be able to...	<ul style="list-style-type: none"> <li>• Open the ScratchJr app on a device.</li> <li>• Navigate the basics of the ScratchJr interface.</li> <li>• Save a project under a name.</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 Script: ScratchJr blocks snapped together.</li> <li>○ Programming Area: where the program is written in ScratchJr</li> <li>○ Blocks Palette: where the blocks are in ScratchJr</li> </ul> </li> <li>• Hardware: the objects we use when we use computers, such as the computer, device, keyboard, or mouse</li> <li>• Software: the computer programs we use when we use computers, such as the ScratchJr app</li> </ul>
Teacher Preparation	<ul style="list-style-type: none"> <li>• Read lesson plan.</li> <li>• Read about the people featured on the <a href="#">Pictures of Programmers</a> slideshow. Have it open before class starts.</li> <li>• Memorize the lyrics of the <a href="#">Clean-Up Song</a>. Open the link and be ready to play it at the end of class.</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> </ul>
<b>Warm Up</b> <ul style="list-style-type: none"> <li>• <a href="#">Who is a Programmer?</a> (<i>Suggested Time: 5 minutes</i>) <ul style="list-style-type: none"> <li>○ Illustrate that programmers can be of all different backgrounds (gender, race, ethnicity, age) with pictures (including one of yourself!). <ul style="list-style-type: none"> <li>■ Ask children: “What do you think these people have in common?”</li> <li>■ Answer: They’re all programmers.</li> </ul> </li> <li>○ Explain that today, everyone will be a programmer!</li> </ul> </li> </ul>	

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

Coding As Another Language (CAL) for ScratchJr (CAL-ScratchJr) - K is licensed under Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International. To view a copy of this license, visit <https://creativecommons.org/licenses/by-nc-sa/4.0/>

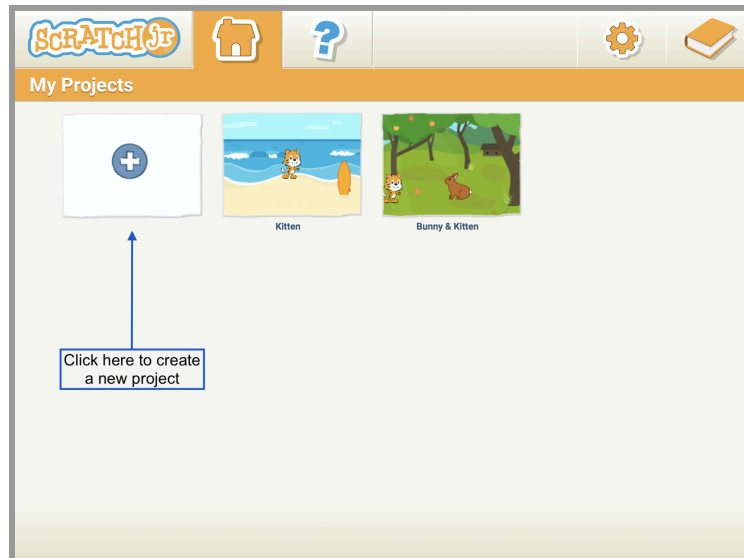
This license requires that reusers give credit to the creator. You may distribute, remix, adapt, and build upon the material in any medium or format, but must license the modified material under identical terms and indicate what has changed from the original. You may not use or adapt this work for commercial purposes.

## Opening Tech Circle

- **Introducing ScratchJr** (*Suggested Time: 10 minutes*)
  - Explain that when we use computers, we use both **hardware** (the objects associated with coding, in this case, the device) and **software** (the computer programs associated with coding in this case, the ScratchJr app).
  - Review how to handle the device safely with two hands: review the importance of communication and choices of conduct.
  - Show children how to open ScratchJr and create a project.
    1. Open the ScratchJr app.



2. Tap on the plus sign to open a new project under “My Projects.”



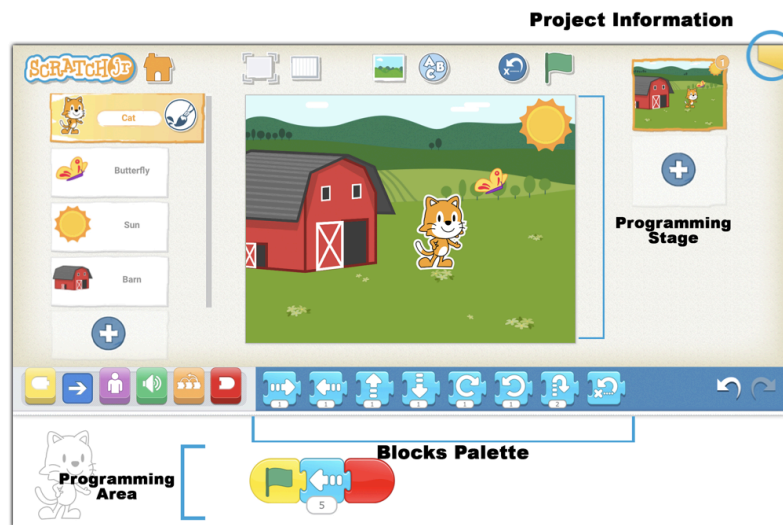
3. Show children the **Stage** (where the character is, and the action happens), **Blocks Palette** (where the blocks are), and the **Programming Area** (where the character’s actions are stored in order).



## ScratchJr Time

### Structure Challenge:

- **Explore ScratchJr** (*Suggested Time: 10 minutes*)
  - To promote their curiosity, allow students to explore the platform to discover parts of ScratchJr.
  - Ask them to point out what they are curious about with a partner. Model curiosity by asking questions they're personally curious about out loud. E.g., "I am so excited to learn more about how to use the blocks! I wonder what the purple blocks do?"
  - Introduce important vocabulary (stage, programming area, **programming script**, etc.). Use the [ScratchJr Interface Guide](#) below to point out key interface features.
- **Saving Projects** (*Suggested Time: 10 minutes*)



- Guide children in saving 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.



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

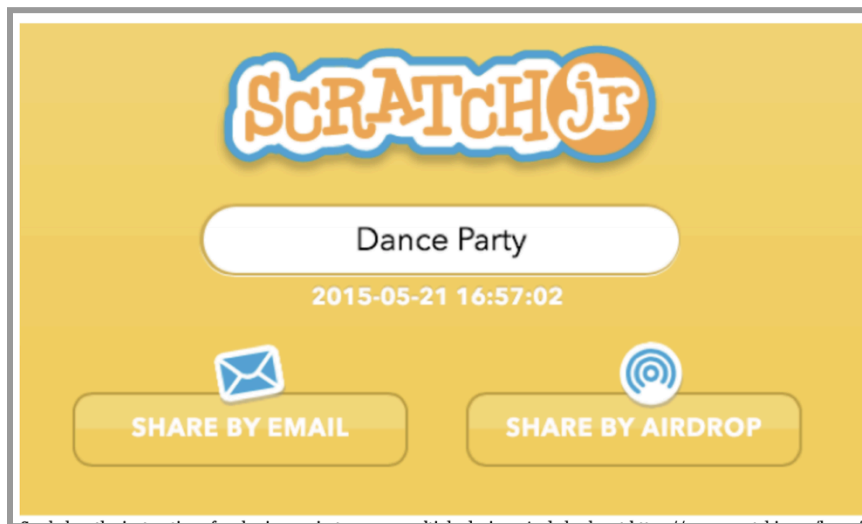
Coding As Another Language (CAL) for ScratchJr (CAL-ScratchJr) - K is licensed under Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International. To view a copy of this license, visit <https://creativecommons.org/licenses/by-nc-sa/4.0/>

This license requires that reusers give credit to the creator. You may distribute, remix, adapt, and build upon the material in any medium or format, but must license the modified material under identical terms and indicate what has changed from the original. You may not use or adapt this work for commercial purposes.

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: 5 minutes)*

- Children play around and explore the ScratchJr interface further.
- Using the strategy “think-pair-teach,” ask children to think about what they have learned, find a partner, and teach the partner something new about the app. Remind children to take turns sharing the device and their thoughts.

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

**Coding As Another Language (CAL) for ScratchJr (CAL-ScratchJr) - K** is licensed under Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International. To view a copy of this license, visit <https://creativecommons.org/licenses/by-nc-sa/4.0/>

This license requires that reusers give credit to the creator. You may distribute, remix, adapt, and build upon the material in any medium or format, but must license the modified material under identical terms and indicate what has changed from the original. You may not use or adapt this work for commercial purposes.

## Closing Tech Circle

- **New Discoveries** (*Suggested Time: 5 minutes*)
  - Everyone shares one new thing they discovered (without repeating) when looking at ScratchJr today!
  - Have children sing the device *Clean Up Song*.

(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