

Lesson 21: Your Final Project II

Powerful Ideas of Computer Science	Design Process, Modularity
Powerful Ideas of Literacy	Writing Process, Phonological Awareness
PTD	Content Creation, Creativity
Palette of Virtues	Curiosity, Patience, Optimism
Children will be able to...	• Compare and contrast birds and bats using Venn diagram. • Revise an existing ScratchJr project by programming an expanded ending to <i>Stellaluna</i>.
Vocabulary	
Teacher Preparation	• Read lesson plan. • Print Lesson 21 Design Journal for each child or refer to Full Design Journal. • Open the Classroom Venn Diagram and have it ready to project or print the slide.

Warm Up

- **Guess Who?** (*Suggested Time: 5 minutes*)
 - Play a game of *Guess Who?*
 - If you know the children well enough, then pick someone in the classroom and give hints about them.
 - Or use characters from one of the books or ScratchJr:
 - E.g., Cat - orange, likes to be programmed.
 - E.g., Stellaluna - bat, likes fruit.
 - E.g., Grace - likes to program, great debugger.

Opening Tech Circle

- **Adding to Your Project** (*Suggested Time: 5 minutes*)
 - Children will add to their project from Lesson 20 by adding a birthday party for Stellaluna as the 4th page of the project! Discuss the elements of a birthday party, from the food, decorations, time of day/night, guest list, etc.

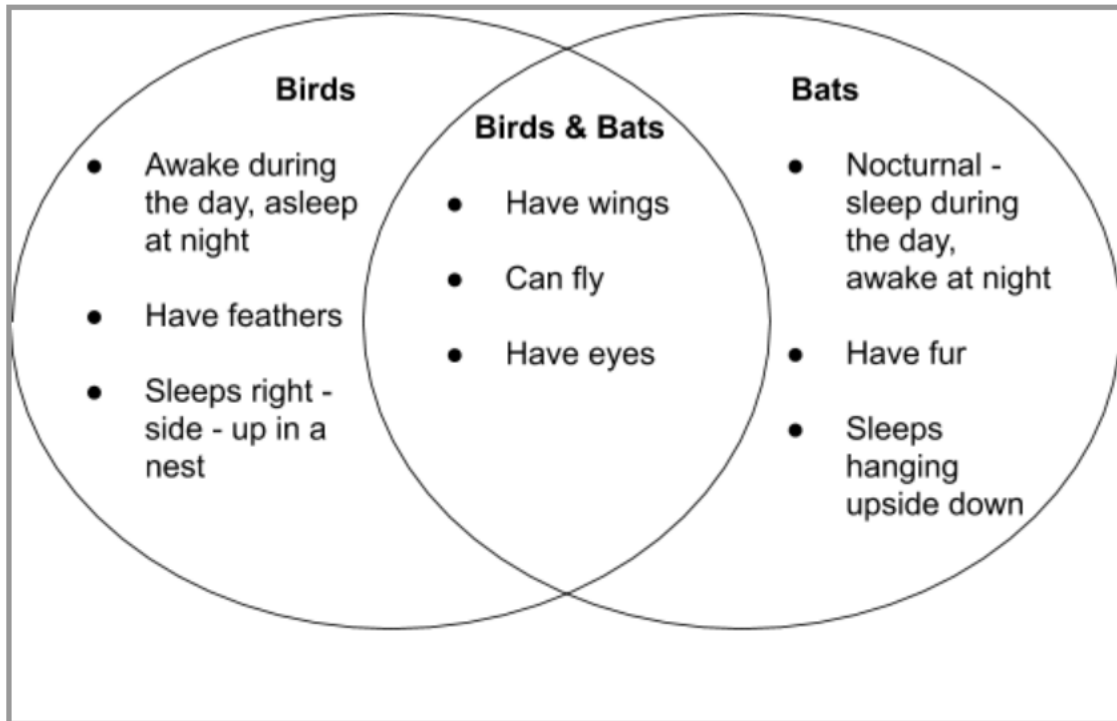
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Word Time

- **Planning the Party** (*Suggested Time: 15 minutes*)
 - From *Stellaluna*, there are examples of how bats and birds are the same and different. For the birthday party, children will be inviting both bats and birds, but children will have to make sure there is something for everyone at the party. To start planning, in front of the class create a Venn diagram for comparing birds and bats. See an example below:



- As a class, discuss and fill in one or two characteristics of bats only, birds only, and both on the Venn diagram. Then, children work independently or in small groups to add characteristics about bats and/or birds to their [Lesson 21 Design Journal](#) Venn diagram.
- Discuss with the class some of the important parts of a party.
 - E.g., Food, decoration, games, time of day/night etc.
- In their [Design Journals](#), children will then plan for the birthday party by answering the prompts:
 - What are you planning for the bats at the party?
 - What are you planning for the birds at the party?
 - What is the background of Stellaluna's birthday party?

ScratchJr Time

Expressive Explorations:

- **Start Programming the Final Project** (*Suggested Time: 10 minutes*)

- Children will continue programming Stellaluna's story by adding a page for a birthday party.
 - Remember, bats and birds have some similarities, but they also have some differences. It's important for children to remember to have something for all party guests to enjoy!

Closing Tech Circle

- **2 Stars and a Wish** (*Suggested Time: 10 minutes*)
 - In pairs or small groups, have children discuss their projects using the 2 stars and a wish feedback prompt:
 - 2 Stars are two things that went well with planning or programming so far.
 - 1 Wish is one thing you want to do better.

Opportunities for Differentiation

- **Virtual Learning**
 - Use the [Classroom Venn Diagram](#) to project to children as they discuss the similarities and differences between birds and bats. The Venn diagram can be used later if children need a reminder as they plan for the birthday party.