

## ScratchJr Lesson 1: Getting Started

Learning Intention	Success Criteria
We are learning to code using ScratchJr.	<ul style="list-style-type: none"> <li>- I can create a new project and name it.</li> <li>- I can code my cat to move.</li> <li>- I can add a background to my scene.</li> </ul>
<b>Resources</b>	PowerPoint for lesson and iPads.
<b>Timing</b>	60-90mins.
<b>Lesson Guide</b>	<p><b>Summary of the Lesson</b> Learners explore ScratchJr, name their file, begin to explore some simple programming blocks and make the Scratch cat move. <b>Blocks and Icons Introduced:</b> Home, New Project, Name Project, Choose Background Green Flag, Move, Repeat Forever and Spin.</p> <p><b>Un-Plugged Warm up Activity (10mins) – Hello World</b></p> <ul style="list-style-type: none"> <li>- Ask children to share what languages they know.</li> <li>- Brainstorm all the languages that the children have heard and make a list of the languages.</li> <li>- You could play the <a href="#">Hello Around the World</a> video for the children, and then add any new languages from the video onto the class brainstorm list!</li> </ul> <p><b>Discussion (10mins) – What is Language?</b></p> <ul style="list-style-type: none"> <li>- Discuss what is a language, why we need it and what happens when you don't understand.             <ul style="list-style-type: none"> <li>o Talk about what would happen if we didn't have languages. How would we ask friends for help? How would we say hello to our families?</li> <li>o Emphasize that language is the main way humans share ideas with one another!</li> </ul> </li> <li>- Discuss that computers also use languages.             <ul style="list-style-type: none"> <li>o What languages do computers use? Computer languages are called programming languages, and different computers use different programming languages.</li> <li>o Have children heard of any programming languages before? If so, what are examples of programming languages children have heard? (C, JAVA, etc.)?</li> </ul> </li> <li>- <i>Note: If children ask about smart speakers etc.: Explain that with Siri, Alexa, Google etc. the computers don't actually speak English, but someone translated English into the computer's language.</i></li> </ul> <p><b>Video Tutorial and Steps (30-60mins)</b> You should watch the <a href="#">video tutorial</a> with your learners. It introduces ScratchJr then goes through the following steps to create the Project:</p> <ol style="list-style-type: none"> <li>1. Open the ScratchJr App</li> <li>2. Create a new project using the '+' button</li> <li>3. Rename the project in the top right corner.</li> <li>4. Add a background with a road.</li> <li>5. Move the Scratch cat to the start of the road.</li> <li>6. Add the code, testing by pressing the green flag. The code is: Green Flag, Move Right, Hop, Turn Left, Repeat Forever.</li> <li>7. Experiment with different combinations to make the cat move.</li> </ol>

**Plenary (10mins)**

Allocate time for learners to share their projects with the class. Encourage reflection asking them to think about questions such as:

- What happened when they created a program?
- Did it work immediately?
- Did their character do what they wanted it to do? If not, how did they fix that problem?
- How would they change the project next time?