

ScratchJr Lesson 1: Getting Started

Learning Intention	Success Criteria
We are learning to code using ScratchJr.	<ul style="list-style-type: none">- I can create a new project and name it.- I can code my cat to move.- I can add a background to my scene.
Resources	PowerPoint for lesson and iPads.
Timing	60-90mins.
Lesson Guide	<p>Summary of the Lesson</p> <p>Learners explore ScratchJr, name their file, begin to explore some simple programming blocks and make the Scratch cat move. Blocks and Icons</p> <p>Introduced: Home, New Project, Name Project, Choose Background Green Flag, Move, Repeat Forever and Spin.</p> <p>Un-Plugged Warm up Activity (10mins) – Hello World</p> <ul style="list-style-type: none">- Ask children to share what languages they know.- Brainstorm all the languages that the children have heard and make a list of the languages.- You could play the Hello Around the World video for the children, and then add any new languages from the video onto the class brainstorm list! <p>Discussion (10mins) – What is Language?</p> <ul style="list-style-type: none">- Discuss what is a language, why we need it and what happens when you don't understand.<ul style="list-style-type: none">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?o Emphasize that language is the main way humans share ideas with one another!- Discuss that computers also use languages.<ul style="list-style-type: none">o What languages do computers use? Computer languages are called programming languages, and different computers use different programming languages.o Have children heard of any programming languages before? If so, what are examples of programming languages children have heard? (C, JAVA, etc.)?- 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. <p>Video Tutorial and Steps (30-60mins)</p> <p>You should watch the video tutorial with your learners. It introduces ScratchJr then goes through the following steps to create the Project:</p> <ol style="list-style-type: none">1. Open the ScratchJr App2. Create a new project using the '+' button3. Rename the project in the top right corner.4. Add a background with a road.5. Move the Scratch cat to the start of the road.6. Add the code, testing by pressing the green flag. The code is: Green Flag, Move Right, Hop, Turn Left, Repeat Forever.7. Experiment with different combinations to make the cat move.

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?