

ScratchJr Lesson 3: Telling a Story

Learning Intention	Success Criteria
We are learning to code a story.	<ul style="list-style-type: none"> - I can choose two characters and a background. - I can make my characters move. - I can add a title to my story.
Resources	PowerPoint for lesson and iPads.
Timing	60-90mins
Lesson Guide	<p>Summary of the Lesson Learners create a single scene story using ScratchJr, choosing characters and backgrounds. This can be used as the start of a story to be continued in the next lessons. Blocks and Icons Introduced: Add Character, Add Title, Wait, Speed, and Repeat.</p> <p>Un-Plugged Warm up Activity (10mins) – Programmer Says</p> <ul style="list-style-type: none"> - Use the ScratchJr Block Cut Outs for this activity to focus on step by step instructions and order matters. - This activity is played like the traditional Simon Says game, in which children repeat an action if Simon says to do something. Briefly introduce each programming instruction and what it means (use only the blocks listed in the ScratchJr Block Cut Outs). - Have the class stand up. Hold up one big ScratchJr Block Cut Outs at a time and say, "Programmer says to (Name Motion)." Intermittently, hold up the block and say "(Name Motion)" without saying "Programmer Says." Children should complete the motion when the programmer says to, but should remain still when the teacher does not say "Programmer says." Repeat each block multiple times. <p>Discussion (10mins) – What makes a good story?</p> <ul style="list-style-type: none"> - Discuss with your learners what makes a good story or maybe more specifically for this lesson's activity what makes a good page in a picture book? - For older learners you could show learners the Design Process using the Design Process Chart on the slide. - Walk through the Design Process for the Hokey Cokey project last lesson. <ul style="list-style-type: none"> o Ask: How can we program this dance on ScratchJr? o Imagine: Brainstormed movements. o Plan: Decided on the parameters we want to use and labeled our character. o Create: Make the character and the program. o Test and Improve: Were the parameters right? Do we need to make our character bigger? o Share: We shared at the end of class! - Then ask how this is similar to writing a story. <p>Video Tutorial and Steps (30-60mins) You should watch the video tutorial with your learners. It covers the following steps to create the Project:</p> <ol style="list-style-type: none"> 1. Open the ScratchJr App 2. Create a new project. 3. Name the project. 4. Add a new background.

5. Add at least two new characters.
6. Delete the scratch cat character pressing and holding on him until the red 'X' appears.
7. Move the characters into their starting positions.
8. Make the characters move in a way which tells a story. Using blocks like Move right, Move right, move left, move up, move down, repeat, speed up, wait etc. Remember to choose the character you want each time you want to add code.
9. Add a title using the 'ABC' button at the top of the screen.
10. Learners should test using the green flag and make changes until they are happy with the scene.

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?