

## ScratchJr Lesson 4: Telling a Longer Story

Learning Intention	Success Criteria
We are learning to code a longer story	<ul style="list-style-type: none"> <li>- I can choose characters and backgrounds for my story.</li> <li>- I can create more than one scene (or page) in my story.</li> <li>- I can use some purple blocks (Grow, Shrink, Hide and Show)</li> </ul>
<b>Resources</b>	PowerPoint for lesson and iPads. A picture book (preferably wordless).
<b>Timing</b>	60-90mins
<b>Lesson Guide</b>	<p><b>Summary of the Lesson</b> Learners create a story with multiple scene using ScratchJr, choosing characters and backgrounds. The first scene can be the one created in the previous lesson and learners will use this story in the next lesson too. <b>Blocks and Icons Introduced:</b> Add a new page, disappear, appear.</p> <p><b>Un-Plugged Warm up Activity (10mins) – One Sentence Story</b></p> <ul style="list-style-type: none"> <li>- Explain to the children that a one sentence story is when each child gets to tell one piece of the story. Model it for the class (either with co-teachers or if only one teacher, narrate before each line that it's a different person talking (e.g., "Then Jimmy says... Then Kayla says...").</li> <li>- Teacher starts the story with Once upon a time there was a programmer.</li> <li>- Children and teachers go around and each add one sentence to the story, ultimately ending with one story from the class.</li> </ul> <p><b>Discussion (10mins) – Retelling a story</b></p> <ul style="list-style-type: none"> <li>- Following on from the discussion in the last lesson about what makes a good story. Discuss beginning, middle and end. Use a picture book and discuss what is in the pictures on each page and what story they tell. It is useful to have a wordless picture book for this if possible.</li> <li>- Generate descriptions with your class of what they see on the pages and if time ask them what movements they make if it was turned into an animation. This all helps get their mind into creating a longer story on ScratchJr.</li> </ul> <p><b>Video Tutorial and Steps (30-60mins)</b> You should watch the <a href="#">video tutorial</a> with your learners. It covers the following steps to create the Project:</p> <ol style="list-style-type: none"> <li>1. Open the ScratchJr App</li> <li>2. Continue the previous project or create a new one.</li> <li>3. Add a new page.</li> <li>4. Remove Scratch cat and add a background.</li> <li>5. Add characters to the new page.</li> <li>6. Make the characters move to tell the next part of the story. Remember to select the character to direct before adding blocks. Learners could use blocks such as: Repeat, Grow, Shrink, and Disappear to make your story more interesting.</li> <li>7. Learners can add as many further scenes as they like and have time for. Remember to test using the green flag and make changes when needed.</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?