ScratchJr Lessons

Teacher Guide and Lesson Plans

Welcome to my ScratchJr Lesson resources. This is a series of 6 lessons designed to introduce learners to coding for the first time using the ScratchJr App. These resources have been designed for P1-3 (Early – First Level, Aged 5-7) but could be adapted for use with older learners.

ScratchJr is the pre-curser to Scratch, designed to introduce programming skills to ages 5-7. It is symbol based rather than text based. By creating projects young children can learn to think creatively and reason systematically. Please note ScratchJr is only available as a mobile app (For iOS, Android and Chromebook), it is not available for Windows devices at present.

These resources are based on the Coding as Another Language Curriculum developed by DevTech (The organisation behind ScratchJr). I have taken ideas from the initial block of 24 'Kindergarten' lessons and reduced them to key concepts to be taught over 6 60-90min sessions. Lessons would be best accessed by learners working individually or in pairs where devices allow.

For each lesson I have developed a PPT, video tutorial and lesson plan. Within these there is an un-plugged warm-up activity, discussion/learning questions, a coding tutorial, suggested extensions and plenary questions. **I suggest reading the lesson plan for each lesson first.**

Below you will find a list of the lessons, the curricular links, some technical tips and tips on the content of the lesson plans.

The Lessons

Lesson 1: Getting Started
Lesson 2: Following Instructions
Lesson 3: Telling a Story
Lesson 4: Telling a Longer Story
Lesson 5: Talking Characters
Lesson 6: My Own Characters

Curriculum Links (Scottish Curriculum for Excellence)

ScratchJr is a great way to introduce learners to coding in late Early Level and throughout First Level. The outcomes listed in bold are those which these lessons can cover fully. If you combine the coding with the suggested un-plugged activities you will be able to cover learning in some of the other outcomes too:

E's and O's

- I can explore computational thinking processes involved in a variety of everyday tasks and can identify patterns in objects or information (TCH 0-13a).
- I understand that sequences of instructions are used to control computing technology (TCH 0-14a).
- **I can develop a sequence of instructions and run them using programmable devices or equivalent (TCH 0-15a).**
- I can explore and comment on processes in the world around me making use of core computational thinking concepts and can organise information in a logical way (TCH 1-13a).
- I understand the instructions of a visual programming language and can predict the outcome of a program written using the language (TCH 1-14a).
- **I can demonstrate a range of basic problem solving skills by building simple programs to carry out a given task, using an appropriate language (TCH 1-15a)**

Technical Tips

- It's important to note that learners will need access to the same device to access the same project they worked on.
- If you use shared devices please ensure your learners name their project with their names so they are able to find them again.
- Completed tracks can be shared via Email and AirDrop. For projects you want to share more widely you could use the built in screen recorder to record and save the final animation. This could then be uploaded to OneDrive, GoogleDrive, SeeSaw etc. Watch a tutorial about sharing projects HERE.
- **If you or your learners get stuck with any icons in ScratchJr hold down them and thier name appears. If you need more help visit the book in the top right of the Home Page.**

Lesson Extension Tasks

The suggested extension is the same for all lessons. Learners should experiment and improve their project by adding new characters, changing how they move, changing the background etc. Essentially free play! Some of these skills will be taught gradually in the lessons but no harm in letting them experiment before they have fully covered them. Allowing that time for learners to be creative is important and will help engagement in the lessons.

Beyond these Lessons

If you would like to take the learning further I suggest setting different stories for your learners to recount using the skills from these lessons. If you would like to explore more structured lessons with your learners I would suggest visiting CAL Curriculum and taking it from the 1st Grade section (Even if your learners are older or younger).

Suggested Websites for Further Resources.

- ScratchJr website – lesson plans and guides
- Coding as another language Resources
- DevTech Research and Resources
- ScratchJr Connect

Any questions about the lessons visit my contact page.

Mr Morrison