

Lesson 1:
Do You Speak Code?

Lesson 1 Overview: Lesson 1 introduces basic concepts about programming languages and how they relate to human languages. A sample ScratchJr project is demonstrated & discussed.

Powerful Ideas from Computer Science: Representation
Powerful Ideas from Literacy: Tools of Communication & Language

I. Warm Up: How Many Languages Do You Know?

- Ask children what languages they know. Brainstorm as many languages as possible.

II. Opening Tech Circle: Programming Languages

- Brainstorm what different human languages have in common. Explain that computers also use languages called “programming languages.”
- Discuss the differences and similarities between human languages and computer languages.

III. Word Time: Starting Design Journals

- First introduction to Design Journals. Explain that the journals will be used to write ideas, draw, plan, & to remember things.
- Students will write their names on their journals & write down two questions they have about computer languages.

IV. ScratchJr Time: Check Out this ScratchJr Project

- The teacher will explain that we all know one programming language called “ScratchJr” & share a previously made ScratchJr program.
- Discuss what children see in the code (e.g., colors, symbols, words).
- Show different programs and have students take turns guessing what each program will tell Cat to do.

V. Closing Tech Circle: What Do You Think

- Share and discuss thoughts on the teacher’s projects including their favorite parts, things they would change/add, etc.

Vocabulary:

Programming languages

Code

ScratchJr

