

Lesson 10:
One Sentence
at a Time

Lesson 10 Overview: Lesson 10 introduces the concept of parallel programming and explores how hardware works together with software. Children explore the sound recorder in ScratchJr.

Powerful Ideas from Computer Science: Modularity, Hardware/Software

Powerful Ideas from Literacy: Tools of Communication and Language, Sequencing, Writing Process

I. Warm Up: One Sentence Story

- The teacher starts story but only using one sentence, "One day, Cat bumped into Tac on the beach and they decided to go on an adventure." The next child will add a sentence and so on until all the children have a turn. The teacher should write each child's sentence down for reference.

II. Word Time - Planning Our Classroom Story

- In Design Journals, children write their sentences and draw a picture of how they would like to program that scene in ScratchJr.

III. Opening Tech Circle: Introduce Project - Our Classroom Story

- Explain that each child will create their sentence on ScratchJr so when the tablets are played in order it tells the story the class created.

IV. ScratchJr Time: ScratchJr Refresher, Recorded Sound, Parallel Programming etc.

- Review adding text and recording sounds on ScratchJr.
- Introduce Parallel Programming - it means that two programs are happening at one time.
- Each child creates their sentence from the Classroom Story on ScratchJr so when the tablets are played in order it tells the story the class created. Children either record their sentence or use the text tool button to write their sentence.

V. Closing Tech Circle: Share

- Children share any challenges they might have encountered during their project.

Vocabulary:
Parallel
Programming

ScratchJr Blocks:
Play Recorded Sound

