

Lesson 15:  
New Beginnings

**Lesson 15 Overview:** Lesson 15 will introduce the concept of programming conditional events in ScratchJr.

**Powerful Ideas from Computer Science:** Control Structures

**Powerful Ideas from Literacy:** Literary Devices

**I. Warm Up: Four Corners**

- One person is selected to be “It” and stands in the middle of the room with their eyes closed. The other students all go to four corners of the room. The person whos “it” points to a random corner and everybody in it is out.

**II. Opening Tech Circle: What is a Conditional?**

- Reflect on the popcorn activity. When could you say your favorite color? Only when someone called on you! This is the same for a lot of things (e.g., sometimes in class you can only talk if the teacher calls on you). These are called conditionals.
- Conditionals are when one thing has to happen before the next thing can happen.

**III. ScratchJr Time: Free Play**

- Demonstrate the Start on Tap, Start on Bump, & Stop blocks in ScratchJr.
- Children have free play time to explore with Start on Bump, Start on Tap, and Stop in ScratchJr.

**IV. Closing Tech Circle: Share Creations**

- Children share how they used the start on bump during the free exploration.

**Vocabulary:**  
Conditional

**ScratchJr Blocks:**  
Start on Tap  
Start on Bump

