

Lesson 18:
Let's Make it Happen

Lesson 18 Overview: Lesson 18 explores the concept of message sending and how to use and how to use multiple Message blocks in ScratchJr.

Powerful Ideas from Computer Science: Control Structures

Powerful Ideas from Literacy: Literary Devices

I. Warm Up: Review or Re-read "Stellaluna"

- Briefly review and read aloud (if necessary) Stellaluna

II. Opening Tech Circle: Cause & Effect "Stellaluna"

- Discuss examples of Cause & Effect in the story "Stellaluna."

III. ScratchJr Time: Sending Messages using Different Colors & Stellaluna and the Bats

- Review sending messages in ScratchJr. Demonstrate sending messages of different colors. The Message block is color coded with 6 possible. For each specific message you want to send, the message sender and the message receiver need to be using the same color
- Children program Stellaluna exploring on an adventure and inviting the bats to come along. As Stellaluna starts her adventure, how can she tell the bats to come on the adventure by starting their programs?

IV. Closing Tech Circle: Share Creations

- Children share their creations with the class.

Vocabulary:

Cause
Effect

ScratchJr Blocks:
Start on Message
Send Message

