Coding as Another Language - ScratchJr (CAL-ScratchJr)

Lesson 19: Eventful Story

Lesson 19 Overview: Lesson 19 gives children time to plan a multi-page ScratchJr project using three scenes of their choice from the book Stellaluna.

Powerful Ideas from Computer Science: Algorithms, The Design Process, Representation
Powerful Ideas from Literacy: Sequencing, The Writing Process

I. Warm Up: Charades - Scene Edition

- Play charades using scenes from Stellaluna as prompts.

II. Opening Tech Circle: Details Are Important!

- Discuss with children what details from the scene were most important to act out.
- Brainstorm as a class what types of ScratchJr blocks can be useful for adding details to a story..

III. ScratchJr Time: Parallel Programming and Stop Block & Make Stellaluna Fly!

- Review Parallel Programming. Show an example of how it can let you create new movement patterns (e.g. move diagonally).
- Think about how animals like birds and bats can fly in multiple directions, and how children can use parallel programming to represent this. Encourage children to use the Stop Block in their flight pattern programs.

IV. Closing Tech Circle: Sharing the Process

- Children share the blocks they combined using parallel programming.

ScratchJr Blocks:
Stop