

Lesson 2:
Order Matters

Lesson 2 Overview: Lesson 2 introduces the concept of representation and that symbols can stand for something else. Children explore introductory algorithms and sequencing using cut-out ScratchJr blocks.

Powerful Ideas from Computer Science: Algorithms, Representation

Powerful Ideas from Literacy: Sequencing, Alphabet and Letter-Sound Correspondence

I. Warm Up: Did that Sentence Make Sense?

- Explain the need for order in languages. Use cut out words of the sentence (“The cat is on the mat”), scramble them, and read out the scrambled sentence (e.g., “mat the on is cat the”). Ask children if it makes sense and why/why not.

II. Opening Tech Circle: What is an Algorithm?

- Explain that the instructions we give computers are called “algorithms.” An algorithm is a sequence of steps in the right order.
- Collect examples of activities that need to be done in a certain order (e.g., brushing your teeth, putting on socks and shoes).

III. Unplugged Time: Program the Teacher

- Tell children that the teacher will now be the computer and they will get to program them! Remind them that they need to say all the steps in the right order. Children will be responsible for verbally directing their teacher to special destinations in the classroom (e.g., to a bookcase or a closet) or doing a task (e.g., making a sandwich).
- Discuss how important it is to be specific and how important order is in programming.

IV. ScratchJr Time: ScratchJr Blocks

- Using ScratchJr Block Cut Outs, ask children “how do you know what ScratchJr blocks mean?” Focus on the representation of color (e.g., blue = motion). Discuss the importance of the Green Flag and the End blocks.

V. Closing Tech Circle: Roses & Buds

- Each child shares one “rose” (thing that they learned) and one “bud” (thing they want to know more about and are excited about learning).

Vocabulary
Algorithm
Program
Programmer

ScratchJr Blocks:
Start on Green Flag
Motion Blocks
Go to Start
End

