

Lesson 20:
Your Final Project I

Lesson 20 Overview: In Lesson 20, children program the multi-page Stellaluna stories that they planned during the previous lesson.

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

I. Opening Tech Circle: “Stellaluna” Events

- Recall the order of events in the story Stellaluna and use pages from the book as references. Decide as a class what the main events of the beginning, middle, and end of the story are.

II. Word Time: Planning “Stellaluna” Story

- In their Design Journals, children will plan their story. Their story will start with three pages of the beginning, middle, and end of the Stellaluna book using the Go to Page Block.

III. ScratchJr Time: Program “Stellaluna” Story

- Review the Go to Page Block.
- Children work on their stories, programming the beginning, middle, and end of the story “Stellaluna” using the Go to Page block.

IV. Closing Tech Circle: Share Creations

- Children share their creations with the class.

ScratchJr Blocks:
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