

Lesson 21:  
Your Final Project II

**Lesson 21 Overview:** During Lesson 21, children being work on their final projects by adding a fourth page to their Stلالuna projects from Lesson 20. This new page will depict a birthday party scene.

**Powerful Ideas from Computer Science:** The Design Process, Modularity  
**Powerful Ideas from Literacy:** The Writing Process, Phonological Awareness

**I. Warm Up : Guess Who?**

- Play a game of Guess Who? If you know the children well enough, pick someone in the classroom and give hints about them. Or use characters from one of the books or ScratchJr.

**II. Opening Tech Circle: Adding to Your Project**

- Explain that children will add to their project from Lesson 20 by adding a birthday party for Stلالuna as the 4th page of the project!
- Stلالuna wants to invite both the bats and the birds, but they have some different requirements. As a class compare bats and birds.

**III. Word Time: Planning the Party**

- From “Stلالuna,” there are examples of how bats and birds are similar and different. For the birthday party, children will be inviting both bats and birds, but children will have to make sure there is something for everyone at the party. To start planning, create a Venn diagram for comparing birds and bats in front of the class. As a class, discuss and fill in 1 or 2 characteristics for bats only, birds only, or both on the Venn Diagram.

**IV. ScratchJr Time: Start Programming the Final Project**

- Children program Stلالuna’s birthday party.

**V. Closing Tech Circle: 2 Stars and a Wish**

- In pairs or small groups, have children discuss their projects using the 2 stars and a wish feedback prompt: 2 Stars are two things that went well with planning or programming so far. 1 Wish is one thing you want to do better.

