

Lesson 3:
Step into ScratchJr!

Lesson 3 Overview: Lesson 3 introduces the basics of the ScratchJr interface and how to create simple programs. Children learn how to handle tablets safely as they explore the app.

Powerful Ideas from Computer Science: Representation, Hardware/Software, Design Process

Powerful Ideas from Literacy: Tools of Communication and Language, Writing Process

I. Warm Up: Review ScratchJr Blocks

- Using ScratchJr Block Cut Outs, review what Start, End, and Motion blocks do.

II. Opening Tech Circle: Starting ScratchJr

- Introduce the tablet and explain how to handle it safely with two hands.
- Demonstrate how to open the ScratchJr app & how to create a new project.
- Project one tablet onto a big screen so that all children can watch the demonstration and follow along.

III. ScratchJr Time: Explore ScratchJr & Free Play

- Children explore the platform and learn important interface vocabulary (stage, programming area, programming script, etc.)
- Children practice making a simple program with Motion blocks.
- Once children are done with their programs, they learn how to save a project under a name.
- Children enjoy free-play time to explore the app further.

V. Closing Tech Circle: Clean Up Song

- Introduce the tablet clean up song and explain how to store tablets safely in the classroom or virtually.

Vocabulary

Stage
Programming Area
Blocks Palette

ScratchJr Blocks:

Start on Green Flag
Motion Blocks
Go to Start
End

