

Lesson 6:
Tell a Story

Lesson 6 Overview: Lesson 6 reviews the Design Process first introduced in the previous lesson with a focus on debugging. Children create ScratchJr projects inspired by Grace Hopper.

Powerful Ideas from Computer Science: Algorithms, the Design Process
Powerful Ideas from Literacy: Sequencing, Editing and Audience Awareness

I. Warm Up: The Design Process Song

- Display the Design Process Anchor Chart while playing the Design Process Song for children to listen to.
- Play the Design Process Song a second time and invite the children to sing along

II. Opening Tech Circle: The Design Process

- Show children the Design Process and the Writing Process anchor charts. Explain to children that both are creative processes that require imagination, planning, creating, revising, feedback, and sharing. Discuss the similarities and differences between programmers and writers

III. Word Time: Read “Grace Hopper: Queen of Computer Code”

- Read the book “Grace Hopper: Queen of Computer Code.” Pause on the introductory page. As you read “Software tester. Workplace jester. Order seeker. Well-known Speaker...,” have children guess what the story may be about. Pause periodically for comprehension checks.

IV. ScratchJr Time: ScratchJr Refresher, The Paint Editor Tool & Make Grace

- Review the Change Background and Add Page Block. Explain the Paint Editor tool.
- Children create Grace Hopper using the Paint Editor tool. Display a few scenes from the story for children to reference.

Vocabulary:
Bug

ScratchJr Blocks:
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