

Lesson 9:
Make it Happen

Lesson 9 Overview: Lesson 9 introduces the concept of message sending and why it's useful in coding. Children use the Send Message and Start on Message blocks in ScratchJr.

Powerful Ideas from Computer Science: Control Structures

Powerful Ideas from Literacy: Phonological Awareness, Literary Devices

I. Warm Up: Sing "Down by the Bay"

- As a class, sing along to the song "Down by the Bay."

II. Opening Tech Circle: Verse Breakdown

- Display the Down by the Bay Anchor Chart for children to see the song lyrics. Ask children, what are the different things that Mother will say? What is the pattern in these verses?
- Explain that today they'll create their own rhyming verse to the song and program it on ScratchJr.

III. Word Time: Planning Verse

- Children plan their verse in their Design Journals to later program in ScratchJr.

IV. ScratchJr Time: Send Message & Program "What will happen if I do"

- Demonstrate the "Send Message" and "Start on Message" blocks in ScratchJr.
- Demonstrate the "Say" block in ScratchJr.
- Children program their verse using two characters. One character will come to the bay and send a message to the other character. The other character will then act out the verse.

V. Closing Tech Circle: Share Creations

- The class sings "Down by the Bay" using the children's verses. As each child sings their verse, they share their project on the screen!

Vocabulary:
Message

ScratchJr Blocks:
Say
Start on Message
Send Message

