

2ND GRADE CURRICULUM ROADMAP

Students explore human languages & programming languages. They gain a first introduction to Scratch Jr.

Lessons 1-4

Students explore message sending, repeat loops, parallel programming, & multi-page projects.

Re-Read *Grace Hopper: Queen of Computer Code* in Lesson 8.

Lessons 9-12

Students revisit message sending, sound recording, & parallel programming. They select scenes from *Stellaluna* for their final projects.

Read Aloud *Stellaluna* in Lesson 17 & **Re-Read** in Lesson 19.

Lessons 17-20

Lessons 5-8

Students explore the Design Process, Writing Process, & troubleshooting common bugs.

Read Aloud *Grace Hopper: Queen of Computer Code* in Lesson 6.

Lessons 13-16

Students create simple & complex repeating programs. They explore nested loops & conditional statements.

Lessons 21-24

Students complete their final *Stellaluna* projects. They share & discuss in a final showcase.

Key Activity - Lesson 6: Tell A Story

Students create Scratch Jr projects based on Grace Hopper's debugging story.



Key Activity - Lesson 11: Our Classroom Story

Students each create one sentence of a class story on Scratch Jr. When the tablets are played in order, it tells the story the class created.



Key Activity - Lesson 23: Final Project III

Students complete their multi-page *Stellaluna* final projects.

