

ScratchJr Curricula and Activities

Title (with Link)	Skill Level*	Grade Level	Hours of Instruction	Goals/Aims	Final Project	Learning Domains	Frameworks and Standards Addressed
Coding as Literacy: Emergent Reader	Beginner	K	12 lessons, 1 hour each	This curriculum highlights connections between computer science and literacy using the well-known children's book <i>Knuffle Bunny</i> , by Mo Willems.	Create and program a story about yourself and your favorite stuffed animal	Literacy Computational Thinking/ Computer Science	Common Core English Language Arts (ELA)/Literacy Framework VA Computer Science Standards of Learning Positive Technological Development (PTD)
ScratchJr Art Curriculum	Beginner	K-1st	3 lessons, 30 mins each	These lessons support students to create a traditional and a ScratchJr self-portrait.	A digital self-portrait project with programmed story elements	Visual and Media Arts Computational Thinking/ Computer Science	National Core Arts Standards Positive Technological Development (PTD)
ScratchJr Activities	Beginner	K-2nd	9 activities, 15 mins each	These activities provide step-by-step tutorials on various ScratchJr blocks and features.	Open-ended prompts for future exploration	Computational Thinking/ Computer Science	K-12 Computer Science Framework Positive Technological Development (PTD)
Playground Games	Beginner	K-2nd	8 lessons, 45 mins each	In this curriculum, Students learn to design classic playground games in ScratchJr.	Create and program your own playground game	Physical Education Computational Thinking/ Computer Science Engineering	Positive Technological Development (PTD)
Reinforcing Literacy & Math	Intermediate	1st	3 activities, 1 hour each	These projects reinforce foundational literacy and math awareness.	Animations of uppercase and lowercase letters and numbers	Literacy Mathematics Computational Thinking/ Computer Science	Common Core English Language Arts (ELA)/Literacy Framework Positive Technological Development (PTD)

*Levels correspond with coding stages laid out in Coding as Another Language (Bers, 2019).

Title (with Link)	Skill Level	Grade Level	Hours of Instruction	Goals/Aims	Final Project	Learning Domains	Frameworks and Standards Addressed
ScratchJr Scavenger Hunt	Intermediate	1st-2nd	1 activity, 2 hours	This activity encourages children to include off-screen elements in their ScratchJr games.	Create and program your own scavenger hunt	Socioemotional Learning Computational Thinking/ Computer Science	Positive Technological Development (PTD)
Coding as Literacy: Reader	Intermediate	1st-2nd	12 lessons, 1 hour each	This curriculum highlights connections between computer science and literacy using the well-known children's book <i>Giraffes Can't Dance</i> , by Giles Andreae and Guy Parker-Rees.	Create a story and program a jungle dance party	Literacy Computational Thinking/ Computer Science	Common Core English Language Arts (ELA)/Literacy Framework VA Computer Science Standards of Learning Positive Technological Development (PTD)
Animated Genres	Advanced	K-2nd	12 lessons, 1 hour each	The curriculum is divided into three modules based on three interactive genres of ScratchJr projects.	1 final project at the end of each of the 3 modules (Collage, Story, Game)	Language Arts Communication and Media Computational Thinking/ Computer Science Engineering	Common Core English Language Arts (ELA)/Literacy Framework National Core Arts Standards Positive Technological Development (PTD)
Multi-Tablet Project Guide	Advanced	2nd+	1 activity, 2 hours	This activity guide supports students who are ready to move on from individual projects to complex collaborative ones.	A single, cohesive project where elements of the project are spread across multiple tablets running synchronously.	Socioemotional Learning Computational Thinking/ Computer Science	Positive Technological Development
From ScratchJr to Scratch	Advanced	2nd+	2 activities, 1 hour each	These activities are for students who have mastered ScratchJr or are feeling restricted by it and wish to move on to learning Scratch.	Two original matching projects made in ScratchJr and Scratch	Computational Thinking/ Computer Science Engineering	K-12 Computer Science Framework Positive Technological Development (PTD)

*Levels correspond with coding stages laid out in Coding as Another Language (Bers, 2019).