

Overview

Module 1 – Interactive Collage

Lessons (1 hour each):

1. Instructions, Sequencing, and an Introduction to the ScratchJr iPad Application
2. Same Block Sequencing and Motion
3. Start on Green Flag Block, End Block, and Choosing Characters
4. Backgrounds and Review of Programming Multiple Characters

Module 1 Project: Collage

Total Lesson and Project Time: 5 hours

ScratchJr Blocks Learned:

- Left
- Right
- Up
- Down
- Bigger
- Smaller
- Visible
- Invisible
- Jump
- Go Home
- Reset Size
- Turn clockwise
- Turn counterclockwise
- Start on Green Flag
- End

ScratchJr Skills Learned:

- Drag block to scripting area
- Connect blocks
- Choose character
- Create new character
- Start program with green flag
- Stop program with red end block
- Choose backgrounds
- Create new backgrounds

Module 2 - Interactive Story

Lessons (1 hour each):

5. Speed
6. Numbers and Repeating Sequences
7. Speech Bubbles, Sounds, Pages, Wait for

Module 2 Project: Story (two one-hour lessons)

Total Lesson and Project Time: 5 hours

ScratchJr Blocks Learned:

- Speed
- Repeat
- Repeat forever
- Voice recorder
- Speech bubble
- Change page
- Wait for

ScratchJr Skills Learned:

- Program characters to move at different speeds
- Use numbers on motion blocks to reduce the number of motion blocks used
- Use the repeat and repeat forever blocks to make a program repeat
- Record sounds and add them to projects
- Create speech bubbles for characters
- Add additional pages to a project
- Pause a character's program for a certain amount of time

Module 3 - Game

Lesson (1 hour each):

8. Start on Bump, Start on Tap, Send and Receive Messages, Stop

Module 3 Project: Game

Total Lesson and Project Time: 2 hours

ScratchJr Blocks Learned:

- Start on bump
- Start on tap
- Send message
- Receive message
- Stop

ScratchJr Skills Learned:

- Use the start on bump block to activate another character's program
- Use the start on tap block to activate a character's program
- Use the send and receive message blocks to initiate another character's program
- Terminate particular characters' programs with the stop block