

Summary

In this lesson, students will learn how to choose and create different backgrounds for their projects. They will also review how to program multiple characters at once. During the lesson, children will have the opportunity to explore ScratchJr on their iPads, practicing the skills that they have acquired during prior lessons.

Objectives <i>Students will learn that...</i>	Objectives <i>Students will be able to...</i>
<ul style="list-style-type: none"> • They can use backgrounds in their projects • That they can create their own backgrounds 	<ul style="list-style-type: none"> • Use and create backgrounds in their projects • Review how to program multiple characters at once

Materials/Resources: iPad for each student

*Schedule***Review (5 minutes):**

- What was your favorite activity that we played during our last lesson?
- What does the green flag do when it is included in a program?
- What does the red end block tell a sequence of instructions to do?
- Which block do you enjoy using most? Why?

Design the Program (10 minutes): During this activity, the teacher should ask students to help her program two different characters on her iPad. She should provide the students with one scenario for each character (e.g. have one character move up five spaces and then jump three times, while the other character jumps five times and then disappears). The teacher should then ask students to tell her which blocks to place down for each character. *Remember to use the green flag and red end blocks.*

Materials: iPad for teacher

ScratchJr Detectives (15 minutes): During this activity, the teacher should create a program for two different characters. Then in full screen mode, she should show the students what the characters are doing. *Note: the teacher should not show the students which programming blocks were used.* The teacher should then ask the students to figure out which programming blocks she used to create those two programs by duplicating the sequence on their own iPads. Complete this activity two times with two different programs for the characters.

Materials: iPad for each student

Backgrounds (5 minutes): The teacher should demonstrate to children how to choose backgrounds for their projects. She should also show students how they can create their own backgrounds using the iPad camera.

Materials: iPad for each student

iPad Exploration (20 minutes): Allow students to explore the ScratchJr iPad application. Encourage them to practice using blocks that they have already learned, as well as explore programming blocks that they have not yet learned.

Materials: iPad for each student

Wrap Up (5 minutes): Make sure that everyone saves their projects. Collect materials.