

Overview: Reinforces programming with Messages. Further explores the possibilities in programming when using many types (or colors) of messages.

Warm-up (5-10 minutes)

- Review Message blocks from last time. What do they do? Why are they useful? What do you have to be careful of when programming with them?
- Also review Say, Sound, looks, Wait, Repeat blocks, etc

Work Through Tutorial As a Class (20 minutes)

- Open the “Messages 2” Tutorial

Page 1

- Have students tap the scripts in the script area at the bottom of the screen.
- In what order do the programs run?

Page 2

- Can you get the morning started? (Follow the directions given on Page 2).
- Students should create programs using the given blocks as a starting point, to get each character to carry out the specified action.
- Have students program all three characters, with messages connecting the programs of the three. (Sun starts rising when the Moon finishes setting, Rooster crows when Sun finished rising.)

Page 3 - Explore (20 minutes)

- Have them create their own story with many messages!
- Encourage use of many different types of blocks!
- *Tip: Have students come up with a plan/idea for what story they want to create with their messages and other blocks, so they have a cohesive story at the end of the lesson.*

Note: This “Create your own story” lesson can be spread out over a few days. Now that students know how to use most if not all the blocks, they should be able to create programs and “stories” that correspond to lessons they are learning in school outside of Scratch Jr (ex. a dance, re-creating stories such as the 3 Little Pigs, a lesson about the Life Cycle of Frogs... the options are endless.)