

Overview: Introduces the interface and a wide range of basic blocks through completed examples and a blank page.

**Warm-up (5-10 minutes):**

- Go over iPad rules, if necessary
- Start with a game or activity (ex. “Simon Says”) where kids must follow instructions
- Follow with quick discussion (What are “instructions”? What is a program?)
- Introduce Scratch Jr. as the new tool you’ll be working with to write programs and make characters, stories and more!

Possible conversation topics:

Every button causes something to happen (cause and effect)

How to deal with frustrations (is it OK to smash the iPad?)

Have you done anything with robotics or programming?

**Explaining the Interface (5-10 minutes)**

- As a class, look at a projected or “shared” iPad screen to check out the interface (if possible).
- Example: “When you use ScratchJr, you are giving instructions to a character. I’m going to start by giving instructions to a cat. Your program will also start with a cat, but, you can try to figure out how to change your character if you want to. Over here is where I can see what character I am programming. This is the stage area where my character will perform the actions I give it. Down here are all the instructions I can give to my cat. The blue instructions are motions, the orange instructions control the motions, like if I want my cat to move faster or slower. The pink blocks change how my cat looks. The red and yellow blocks are **really special**. They start and end my instructions.”

**What Does a Program Look Like? (5-10 minutes)**

- From the “Tutorials” page, have students choose the “Explore” tutorial.
- As a class, follow the directions given at the top of page one.
- Clicking the “Green Flag” to the left of the stage area starts programs that begin with a yellow block depicting a green flag.
- After discussion (in groups or as a class) about what the Green Flag does, (make sure you point out the programs for each character at the bottom of the screen), go to Page 2
  - Switch by clicking on the blank page with a cat on the far right of the iPad screen

**Exploring on the iPads (15-20 minutes)**

- Give the students ample time to explore what buttons do. Let them try to write programs, figure out how to add characters, change backgrounds, etc. Encourage collaboration and peer-teaching as students discover new things.
- Tip: Start by showing the the blue “motion” blocks, which are the easiest to understand conceptually.

*Note: students may be interested in creating new characters (not the default cat). They can change characters by pressing the Character button to the left of the stage area (a shadowed cat), but there must always be at least one character on-screen. To delete, hold down the character and click the “x” when it pops up.*

*Note: Backgrounds can be changed by clicking the “Background” button to the left of the stage area. The first, blank, background choice is a paint editor that allows students to make their own backgrounds; this can be a distraction from building programs if the goals are to explore specific, new blocks.*

**Conclude:** Class discussion/sharing about things students found while exploring Scratch Jr.