Animated Genres Curriculum

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Introduction and Summary

Module 1 - Making a ScratchJr Collage

In this module, students learn how to navigate around the ScratchJr iPad app, and they learn simple programming commands that will animate their characters. At the end of the module, students will create a ScratchJr collage project.

Lesson 1 - Instructions, Sequencing, and an Introduction to the ScratchJr iPad App

Lesson 2 - Same Block Sequencing and Motion

Lesson 3 - Start on Green Flag Block, End Block, and Choosing Characters

Lesson 4 - Backgrounds and Review of Programming Multiple Characters

Collage Project

Module 2 - Making a ScratchJr Story

In this module, students learn how to define more specific behavior for their characters, and they use tools such as speech bubbles and pages to help them weave a narrative. At the end of the module, students will create a ScratchJr story project.

Lesson 5 - Speed

Lesson 6 - Numbers and Repeating Sequences

Lesson 7 - Speech Bubbles, Sounds, Pages and Wait

Story Project

Module 3 - Making a ScratchJr Game

In this module, students learn more advanced concepts in ScratchJr. Most importantly, they discover how to program characters that interact with each other and with the iPad user. At the end of the module, students will create a ScratchJr game project.

Lesson 8 - Start on Bump, Start on Tap, Send and Receive Messages, Stop

Game Project