



Scratch Junior



Mr Devincenzi-Clemens
Wednesday 8th February 2017



What is Scratch Junior?

- Scratch Jr is an introductory programming language
- Scratch Jr was inspired by the popular Scratch programming language which we use with older children
- Enables young children to create their own interactive stories and games learning about code
- Has carefully designing features to match young children's cognitive, personal, social, and emotional development.



How does it work?

- Children snap together graphical programming blocks to make characters move, jump, dance, and sing.
- Children can modify characters in the paint editor, add their own voices and sounds, even insert photos of themselves -- then use the programming blocks to make their characters come to life.
- ***Coding is the new literacy!*** With ScratchJr, young children can program their own interactive stories and games. In the process, they *learn to solve problems*, design projects, and express themselves creatively.



The Computer Science curriculum?

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.



The curriculum?

- The goal of this curriculum is to familiarise children with the ScratchJr programming language. They will use this in Years 1 and 2, In year 4 they will progress to ScratchSr. The curriculum consists of 8 sessions of 45 minutes each.
- We will be delivering the introduction session to the whole class. The class teacher, and Mr Devincenzi-Clemens will show certain features of ScratchJr.
- In groups of 4, children will work on an activity, developing this further at home.

Children who finish early in each session are encouraged to explore other features of ScratchJr.



The curriculum example?

- **Lesson 1: Movement Blocks and the Reset Button**
- **Lesson 2: Backgrounds and Start on Green Flag Triggering Block**
- **Lesson 3: New Characters and Start on Tap Triggering Block**
- **Lesson 4: Recording Sound, and Using the Wait Block and the Speed Block**
- **Lesson 5: Simple Character Interaction using Start on Bump**
- **Lesson 6: More Character Interaction using Message Trigger and Stop Block**
- **Lesson 7: New Pages**
- **Lesson 8: The Paint Editor**



Monitoring Progress

- We will be asking children to ‘show and tell’ what they know! This will be random selection.
- Children will also be given a school iPad at the end of their course. Children will have to show what they, *not parents* can do in ScratchJr. over 3 day timeframe spending no more than 2 hours in total.



Support from you

- We would like to ask for your support, your child to program using Scratch Jr. We have 4 iPads which we are happy to loan out for 3 days in a week, [Monday-Thursday](#) and [Friday-Monday](#). We ask that you sign our *Acceptable Use Policy* today before we issue the iPad.
- **Practice makes perfect!** So they say!.. Mini homework tasks for children to complete within Scratch Jr. This might be to recap lesson content or prepare for their next lesson.
- Don't worry, we will let you know what your child should be completing. This will be via email or pupil mail with step by step instructions.



Questions...

...let's explore further.

Please remember if you have parked at the Mount, the gates close at 5pm