

Meet ScratchJr

Lesson at a glance

Open with a quick wave-then-clap copy game so pupils feel that order matters. Model ScratchJr on the IWB: add a character, snap yellow Start on Green Flag plus a move and a pop, press go, and name what happens first and next. Pupils call out two action blocks for a whole-class run, then pairs take short turns adding one character, snapping start plus two icon blocks, and pressing the green flag. Close with oral share of what each character did first and next.

Learning objectives

- Open ScratchJr with help and add a character
- Snap a start block and two icon blocks, then press go
- Watch the character follow the blocks in order

Before the bell – prep

Charge tablets and open ScratchJr once on each device before the lesson. Mirror one device or laptop on the IWB for modelling. If tablets are short, drive ScratchJr on the IWB only and plan pair chooser turns. Keep a three-step picture sequence (character → yellow start + two blocks → green flag) ready on the board.

Materials

Item	Qty	Per	Source	Low-cost substitute
tablet with ScratchJr installed	1	group	school kit	one device or laptop mirrored to the IWB; pairs take short chooser turns while the teacher snaps and presses go
device or laptop with ScratchJr for the IWB model	1	class	school kit	the same single class tablet held under a visualiser if available

Safety watch-point

Tablets stay flat on the table between partners; supervise carrying to and from the charge trolley. Short, fair turns so devices are not pulled between hands.



Teaching moves

- **Getting Started:** Stand where all can see. Do two clear actions in order (wave, then clap) and invite the class to copy. Link it straight to the tablet: the character only knows what to do if we give steps in the right order.
- **Watch how ScratchJr works:** Drive ScratchJr on the IWB. Think aloud one full model: add a character, yellow Start on Green Flag first, then a blue move, then a green pop, press the green flag. Point and name character, start block, action blocks and order once each as they appear. If it fails, check yellow start is first, blocks are snapped tight under that character, and you pressed the green flag.
- **Choose blocks together:** Stay whole-class on the IWB. Invite two or three children to name action blocks; keep yellow start first; snap exactly two actions; hands-up predictions, then press go. Ask whether the first block ran first. If time allows, swap the two actions once so the class hears that order changes the outcome. No tablets yet.
- **Try two blocks:** Point to the three-step picture sequence while pairs work. On tablets: one character, yellow start first, two action blocks snapped in a line, green flag, then swap who taps. On IWB-only: pairs name character and two blocks; you place and run; class predicts between turns. Circulate with: Is yellow start at the front? Are the blocks stuck together? What did it do first?
- **What did your character do?:** Carpet or tables, oral only. Invite three or four pairs to say what their character did first, then next. Revoice with the words block, order and character as labels for what they saw. Praise snapping and watching, not a perfect dance. If someone says the tablet did it by itself, answer: we gave the instructions with the blocks.



What it should show

A successful run shows the character doing the first action block, then the second, after the green flag is pressed. Common misses: no yellow start block (nothing runs), blocks not snapped in that character's scripting area, or pressing the character instead of the green flag. Mute pop if the room is noisy and watch movement instead.



Misconceptions & interventions

- **Tapping the character makes it move by magic.** — Point to the block line under the stage: name the blocks as the instructions. The character only knows what the blocks say — press the green flag to run them.
- **The tablet did it by itself.** — Replay one short line on the IWB and trace left to right from the yellow start block. Say: we gave the order; the character only followed our blocks.
- **Any blocks anywhere will run when we press go.** — Show blocks that are not snapped or sit without a yellow start first — press go and nothing happens. Snap yellow start at the front of one tight line, then try again.



Differentiation

Emerging	Developing	Proficient
• Adult opens ScratchJr and helps place the character; pair only snaps yellow start plus one action block and presses go — celebrate that run. • Keep the IWB three-step picture sequence in view and point to each step as the pair works.	• After one successful run, swap who taps and press go again; ask what the character did first and next.	• If both partners agree, add a third action block and say the new first-next-last order after go. • Predict what will change if the two action blocks swap, then try the swap once.

Cross-curricular hook

Link to oral language: pupils retell the character's actions in order using first and next.