

Meet ScratchJr

Lesson at a glance

Open with a two-step wave-then-clap so the class feels order in their bodies, then name ScratchJr as today's way to give a tablet character two steps. Model on the IWB: add a character, snap yellow Start on Green Flag, then move and pop, press go and point once to character, start and action blocks. Class chooses two icon blocks together and may swap them to hear that order changes the run. Pairs (or short IWB chooser turns) add a character, snap start plus two blocks, press go. Close with hands-up share of 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 the night before and open ScratchJr once on each device. Mirror one tablet or laptop on the IWB for modelling. Post a three-step picture reminder (character, yellow start + two blocks, green flag). No class set: plan short pair chooser turns on the board only.

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—no carrying around the room. Charge leads tidied off walkways; adult opens or closes cases if clasps are stiff.

**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 in one sentence: the tablet character only knows what to do if we give steps in order, just as they did.
- **Watch how ScratchJr works:** Drive ScratchJr on the IWB only. Think aloud one full model: add a character, yellow Start on Green Flag first, snap move then pop, press the green flag. Point and name character, start block and action blocks once each as they appear. Say what you noticed: walked first, popped second. If it fails, check start first, blocks snapped tight under that character, and green flag pressed.
- **Choose blocks together:** Stay whole-class on the IWB. Invite two or three children to name icon blocks (move, jump, spin, pop). Keep yellow start first, snap exactly two action blocks, hands-up predict, then press go. Ask: did it do the first block first? If time, swap the two action blocks and run again so order is visible.
- **Try two blocks:** Seat pairs with one tablet flat between them, IWB model still up. Adults open the app if needed. Target: one character, yellow start first, two snapped action blocks, green flag, watch; partners swap after one good run. Circulate: Is the yellow start at the front? Are the blocks stuck? What did it do first? On a single device, call pairs up for short chooser turns and fold watchers in with predictions.
- **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 block, order and character as labels for what they saw. If a child says the tablet did it alone, answer: we gave the instructions; the character followed our order. Praise snapping and watching, not a perfect dance.

What it should show

Success looks like: ScratchJr open with help, one character on stage, yellow Start first, two icon blocks snapped in a line, green flag pressed, and the child can name one first-then-next action. A still character usually means no yellow start, blocks not snapped tight, wrong scripting area, or go not pressed. Start-plus-one-block and go is a solid first try—celebrate it.

Misconceptions & interventions

- **Tapping the character will make it move by itself.** — Point back to the block line under the stage: name the blocks as the instructions. The character only knows what the blocks say—press go on a snapped line to show it.
- **The tablet did the dance by itself.** — Ask what they snapped first and next, then revoice: we gave the instructions with the blocks; the character only followed our order.
- **Any blocks anywhere will run when we press go.** — Show a line missing the yellow Start on Green Flag, press go (nothing runs), then put start first and run again so they see the start block is required.

Differentiation

Emerging	Developing	Proficient
• Accept yellow Start plus one action block and go; adult or partner helps find the character button and start block. • Pair at the teacher table with the IWB model in view; teacher places start, child chooses the action block.	• Main task: start plus two snapped icon blocks, press go, say what happened first and next. • After one success, swap who taps and run the same line again.	• If both partners agree, add a third action block and watch the new order —no set target dance. • Invite them to swap two blocks on purpose and tell the class how the run changed.

Cross-curricular hook

Links to oral language sequencing: pupils retell first-then-next actions in full sentences after the run.