

LESSON 8

On the Move: Getting Characters in Action

30 minutes

Creative Stories

WHAT THIS LESSON DOES

As the teacher, guide students through an introduction to Scratch Junior using a slideshow featuring Scratch the Cat. Demonstrate opening the app, creating a project, and exploring motion blocks. Set a challenge to move Scratch across the screen and allow time for experimentation.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand the basic concept and purpose of the Scratch Junior application.
- Learn how to create a new project in Scratch Junior.
- Identify and understand the functions of the main areas in a Scratch Junior project: the Stage Area, Blocks Toolbox, and Code Area.
- Learn how to use basic motion blocks to control the movements of Scratch the Cat.
- Apply the knowledge of motion blocks to complete a challenge of moving Scratch the Cat across the screen.
- Develop creativity and problem-solving skills through free play and exploration of the Scratch Junior application.

On the Move: Getting Characters in Action

HOW THE LESSON RUNS	
Meet Scratch the Cat	
Creating a Project in Scratch Jr	
Inside your project	
Moving Scratch the Cat	
Today's Challenge	
Free play	