

LESSON 10

Double the Fun: Adding a Friend for a Walk

30 minutes

Creative Stories

WHAT THIS LESSON DOES

Guide your students through an engaging Scratch Jr. lesson where they'll learn to add a second character and code both to walk together. Demonstrate key steps, encourage testing, and allow free play for creativity at the end.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students will understand and recap the basic functionalities of Scratch Jr, including how to add motion blocks and change backgrounds.
- Students will learn how to add a second character to their Scratch Jr project and understand the importance of coding each character separately.
- Students will be able to create a sequence of movement blocks for each character, ensuring they move in sync.
- Advanced students will learn how to optimize their code by making Scratch the Cat move multiple steps with just one block.
- Students will develop problem-solving skills by experimenting with different numbers and movements to make the characters walk smoothly together.
- Students will foster creativity and exploration by creating new adventures for Scratch and his friend during free play.

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HOW THE LESSON RUNS	
	Introduction
	Scratch Jr Recap
	Add a Second Character
	Introduce Coding for Multiple Characters
	Demonstrate Separate Coding
	Challenge: Make the Characters Walk Together
	Test the Code
	Free Play