

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.

BEFORE THE LESSON

- Have Scratch Jr open and working on each pupil's device, one device per pupil, and check the app launches on the school network before the bell.
- Open the Scratch the Cat slideshow on the large screen ready for the recap in step 2.
- Have your own Scratch Jr project on the projector so pupils can watch you add a second character and switch between them.

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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

TEACHING MOVES

- 2. Scratch Jr Recap. Before adding anything new, ask pupils to point to where the motion blocks and the background button are. This surfaces who needs a reminder before the second character arrives.
- 3. Add a Second Character. Show the character library on the big screen and pick one aloud, then let pupils choose their own. Steer them toward a character that suits a walk rather than the first that catches their eye.
- 4. Introduce Coding for Multiple Characters. Make the key rule explicit: each character has its own blocks. Point to the highlighted name on the left as you tap between characters so pupils learn to check who they are controlling.
- 5. Demonstrate Separate Coding. Code one character in front of them, switch, then code the second differently. Say out loud each time which character you have selected so the switch becomes a visible habit.
- 6. Challenge: Make the Characters Walk Together. Stress that both characters need a green flag block, one each, or only one will move. Then invite them to add a backdrop to set the scene for the walk.
- 7. Test the Code. Have pupils tap the green flag and watch. If the characters do not move together, ask them what they could change rather than fixing it for them.
- 8. Free Play. For early finishers, set a light steer: a third character, a new backdrop, or a new adventure. Keep it open but suggest one idea to pupils who freeze.

WHAT TO WATCH FOR

- Students may think: Pupils add all the movement blocks to one character and wonder why the second never moves. What to do: Point to the highlighted name on the left. Ask which character is selected, then have them tap the other one and check its block area is empty.
- Students may think: Pupils put a green flag on only one character and expect both to start together. What to do: Remind them each character needs its own green flag block. Have them tap each character in turn and confirm the flag is there before testing again.
- Students may think: Pupils expect the two characters to stay in step even with different numbers of steps or blocks. What to do: Talk through it: if one moves more steps than the other they drift apart. Have them count and match the movement blocks on each character.

DIFFERENTIATION

- Emerging: Sit with them through step 3 and add the second character together, then let them choose the movement. Give one clear task at a time: first select the character, then add one move block, then check the highlighted name.
- Developing: Let them code both characters but prompt with questions rather than answers when the walk does not sync. Ask them to say aloud which character they are controlling before each block they add.
- Proficient: Show them how to make Scratch move several steps with a single block instead of repeating one block, then compare with a partner's approach. Set them to build a longer walk with a third character or a changing backdrop and explain their sequence back to you.