

LESSON 11

City Cruise: Driving Through the Streets

30 minutes

Creative Stories

WHAT THIS LESSON DOES

As the teacher, guide students through a creative coding activity. Start with a charades game using action cards, then introduce a Scratch Jr project where they'll program a car to drive across a city scene, adding movements and experimenting with resizing.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the process of removing and adding characters in a digital project.
- Develop the ability to change backgrounds in a digital environment.
- Gain skills in recreating a digital scenario with minimal guidance.
- Acquire advanced skills in resizing characters within a digital project.
- Enhance creativity and exploration by adding diverse elements to a digital scenario.

City Cruise: Driving Through the Streets

HOW THE LESSON RUNS	
	Introduction
	Acting Out Algorithms: Charades Game
	Introducing the Car Driving Activity
	Say Goodbye to Scratch the Cat
	Adding the Car and Changing the Background
	Coding the City Drive
	Resizing the Car (Advanced)
	Exploration and Free Play