

LESSON 13

Floating in Space: Looping with the Spaceman

30 minutes

Creative Stories

WHAT THIS LESSON DOES

As the teacher, guide your students through a Scratch Jr. lesson on coding loops. Introduce space movement concepts, help them set up a spaceman sprite with a space background, and demonstrate using repeat blocks for continuous floating motion.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the concept of loops in coding using the repeat block in Scratch Jr.
- Program a spaceman character to simulate floating in space using a sequence of movement blocks.
- Explore the concept of space movement and how it differs from movement on Earth.
- Customise a character in Scratch Jr. using the camera feature to personalise the spaceman.
- Apply creativity and coding skills to create a unique 'space dance' using different sequences of movements and loops.

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HOW THE LESSON RUNS
Introduction
Space movement
Setting the Scene for Space
Programming the Float Movement
The Repeat Block
Creative Extension: Your Face in Space!
Final Challenge: Program a Space Dance!