

## LESSON 7

# Move and Groove: The Dance Party Begins!

30 minutes

Adventures in Digital Creation

### WHAT THIS LESSON DOES

Guide your students through an exciting journey into coding with Scratch Jr. Introduce them to the basics of coding, teach them how to control character movements, and let them create their own dance routines. They'll explore changing backgrounds, creating sequences, and understanding the concept of cause and effect. A fun-filled lesson that combines learning and creativity.

### WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and utilise Scratch Jr. as a tool for coding and creative expression.
- Grasp the concept of coding sequences using the green flag and movement blocks.
- Develop skills in controlling character actions and movements through coding.
- Apply creativity in setting the stage with different backgrounds for their projects.
- Create a unique dance routine by combining different movement blocks.

### BEFORE THE LESSON

- Open Scratch Jr. on a device beforehand and check pupils can reach the home menu, the plus symbol for a new project, and the green flag above the stage.
- One device per pupil, or one per pair if devices are short. Charge them in advance.
- Have a projector or large screen ready to model dragging and snapping blocks so everyone can follow the demonstration.

## Move and Groove: The Dance Party Begins!

### HOW THE LESSON RUNS

Introduction to Scratch Jr. Dance Party

Welcome to Scratch Jr.

Getting Started

Green Flag means Go!

Demonstration: Building a Sequence

Setting the Scene: Changing the Background

Coding the Cat's Dance Routine!

Wrap up

### TEACHING MOVES

1. Introduction to Scratch Jr. Dance Party. Set the mission out loud: pupils are the choreographer and the programmer, giving Scratch the Cat exact instructions to dance. Keep it short so hands-on time stays long.
2. Welcome to Scratch Jr. Show that blocks snap together like puzzle pieces and each one is a command. Point out the colour groups without listing them all yet.
3. Getting Started. Model tapping the house icon, then the plus, then wait. Circulate and confirm every pupil sees the cat on a blank stage before moving on.
4. Green Flag means Go! Point to the yellow Events blocks and drag the green flag out. Say it is the go button, then show the matching green flag above the stage that runs the code.
5. Demonstration: Building a Sequence. On the big screen, snap two or three blue Motion blocks under the green flag and run it. Say the moves aloud in order so pupils hear the sequence.
6. Setting the Scene: Changing the Background. Show the landscape icon in the top bar, let them explore briefly, then guide everyone to the Stage background so the class stays together.
7. Coding the Cat's Dance Routine! Release pupils to build their own dance. Remind them to start with the green flag, then add as many movement blocks as they like in their chosen order.
8. Wrap up. Pick two or three pupils to run their routine for the class. Name what they did: start block, ordered moves, an algorithm.

### WHAT TO WATCH FOR

- Pupils think dragging blocks near each other is enough and do not notice they have not snapped together, so the routine does not run fully. Show them the click sound and the snug fit when blocks connect. Have them tug the green flag gently to check the whole stack moves as one.
- Pupils expect the cat to move the moment they place a block and are confused when nothing happens. Point back to the green flag above the stage. Remind them the code only runs when they press go, then let them tap it and watch.
- Pupils treat block order as unimportant, expecting the same dance whatever the sequence. Run the same two blocks in swapped order and let pupils spot the difference. Ask them to predict what the cat does next before pressing go.

#### **DIFFERENTIATION**

- Emerging: Stay beside pupils stuck at the start menu and open a fresh project with them step by step. Give them a target of just green flag plus two moves, and celebrate that working before adding more.
- Developing: Ask them to say their sequence aloud before running it, so they check the order matches their plan. Prompt them to add one turn or jump block and predict what changes.
- Proficient: Challenge them to make the cat return to where it started by planning matching moves. Have them explain their sequence back to you, naming which block does what.