LESSON 1

Welcome: Build Your First Scratch Program

40 minutes | Start Coding in Scratch

WHAT THIS LESSON DOES

Students open Scratch for the first time, follow a short course map, then build and run a simple sequenced program with a sprite, motion, a loop and a backdrop, before saving and reopening the class way.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students build and run a first sequenced Scratch program, practise saving and reopening the class way, and see the course arc in brief.

BEFORE THE BELL

- Have devices ready, and check that students can reach the Coding Ireland platform and open Scratch in the browser (scratch.mit.edu).
- Agree and display the class save routine (the account, studio or file method you use) before the build starts.
- Optional: pin a one-slide course map (first programs, planning and debugging, then your own project) for the two-minute overview.

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HOW THE LESSON RUNS

4 min	introduction	Start: What We're Building
3 min	content	What Is Scratch?
3 min	content	Open the Scratch Website
3 min	content	Remove the Default Sprite
2 min	content	Add a Sprite to Your Project
5 min	content	Make the Sprite Move
3 min	content	Change the Values Inside the Blocks
5 min	content	Create a Loop
2 min	content	Add a Backdrop
4 min	content	Discover More with Scratch
3 min	content	Make Sense: What Worked, What Broke
2 min	content	Reflect
1 min	summary	What You Covered

TEACHING MOVES

- Model the first drag-and-drop joins on the board so students see blocks snap together before they try alone.
- Name the green flag as the way to run the sequence, and pause so that everyone clicks it and watches once before changing any numbers.
- When the forever loop goes in, ask what will happen if they only click the flag once, then let them see the sprite keep moving.
- Keep the course map to two minutes: list the project types, then move straight into the build.
- On the Reflect step nothing on the card moves and there is nowhere to type, so tell the class to talk it through with nothing to write.

WHAT TO WATCH FOR

- Motion blocks not snapped under the green-flag hat, so the sprite does nothing. Have them drag until the white snap highlight shows.
- Forever block empty, or motion blocks left beside it rather than inside. Have them drag both motion blocks fully inside the C shape.
- A student closes the tab without saving. Run the class save-and-reopen check before anyone logs off.

DIFFERENTIATION

- Support: Sit with students who struggle to drag blocks, and let them copy your board sequence one block at a time.
- Extension: After the backdrop, challenge early finishers to try one Looks or Sound block and say what changed.
- Extension: Ask confident pairs to change the move and turn values until they get a tighter or a wider path.