Scratch Jr

By: Gabriela Bowen, MSAT, HWCDSB

#### Ideas for Implementation

- 1. Choose an image based on your Coding topic of the day.
- 2. Project your image for students to see (e.g., screen share, on the board, as a link, etc.).
- 3. Give students time to think without any students putting their hands up, sharing, or asking questions.
- 4. Have students choose an image that they believe doesn't belong encourage them to determine WHY they believe it doesn't belong.
  - Consider using some of the guiding questions on the next slide to prompt their ideas.
- 5. Have students write their justifications or share with a partner. (Possible reasons for not belonging are included in the notes under each slide.)
- 6. Take time to discuss their answers as a class Why do they feel this way? Who agrees? Who disagrees?
  - > If necessary, teach the necessary vocabulary, concepts, etc., so that students can express their thoughts more precisely.
- 7. Repeat WODB activities regularly!

#### Guiding Questions

- Mhat do you notice? What do you wonder?
- What makes the images alike? What makes them different?
- Which one doesn't belong?
- Which 2 might belong together?
- Describe what is happening in this algorithm.
- Mhat observations help justify (support) your answer?

#### Teacher Moves: What do you notice? What do you wonder?

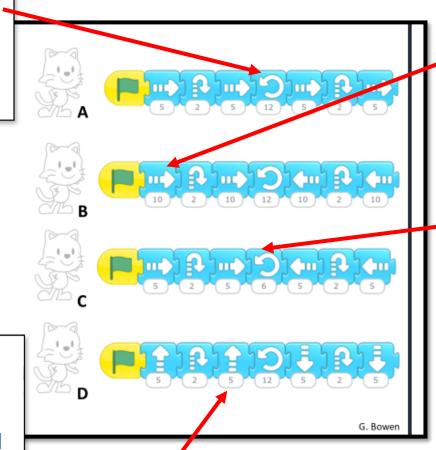
**Student:** I wonder what this block means. **Teacher:** This block is a rotation block (a turn). Are all the cats rotating? Are all the rotation blocks the same?

Which One Doesn't Belong?

Teacher: Which 2 code sequences might belong together? How do you know?

Student: I think B and C might belong together because the sprite goes forward and then back.

Student: I think C and D belong together because they move the same number of steps back and forth.



**Student**: I notice that B starts with 10 steps while the others start with 5 steps.

**Teacher**: What do you think that means? Is it for all blocks or just that one?

■Student: I think C doesn't belong because it has a 6 in this block.

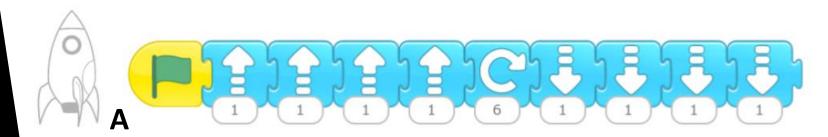
Teacher: What do you think that means? How would the cat move?

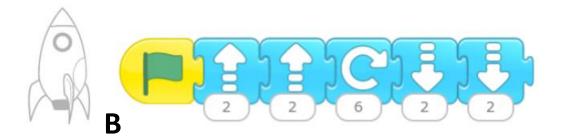
Is there another code sequence that is similar to this one?

**Student**: I notice that the arrows in D go up and down.

**Teacher**: How would the cat move in this sequence? Can you act it out?

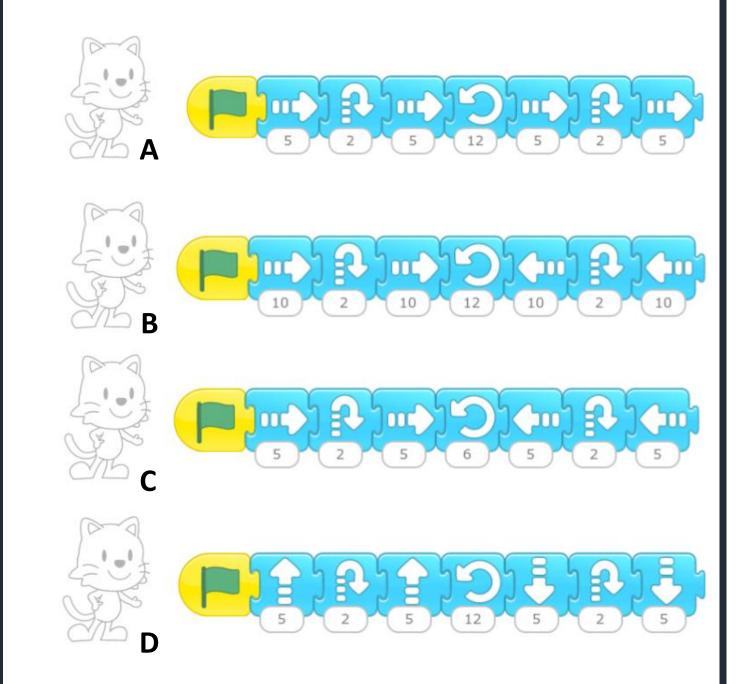












Sequential Coding
G. Bowen

