Date: Duration: 40 minutes	Subject: ICT Prep: 1	Topic: Introduction to Basic Coding with ScratchJr
Learning Intentions: 1. Students will develop an understanding of basic coding concepts. 2. Students will be able to create a simple animation using ScratchJr by sequencing and interacting with sprites.	Learning Outcomes: By the end of the lesson, students will be able to: 1. Understand basic coding concepts such as sequencing and events. 2. Use ScratchJr to create a simple animation. 3. Follow a sequence of commands to achieve a desired outcome.	Materials Needed: • Computers with ScratchJr installed (one per student or pair) • Interactive whiteboard or projector • Pre-prepared example of a simple ScratchJr project • Printed handouts/ Screenshots with step-by-step instructions

Introduction/Warm-Up (10 minutes):

1. Engage

• Show a short, engaging animation created in ScratchJr on the interactive whiteboard.

• Ask students if they have ever wondered how animations are made and introduce the concept of coding.

2. Lesson Objective

• Explain that today they will learn how to create their own animations using ScratchJr by giving instructions to characters (sprites).

3. Introduction to ScratchJr

• Briefly demonstrate the ScratchJr interface on the interactive whiteboard, highlighting key features: the stage, blocks, sprites and the programming area.

Main Activity (25 minutes):

Part 1: Exploring ScratchJr (10 minutes)

1. Guided Exploration (5 minutes)

• Guide students through the basic features of ScratchJr: choosing a sprite, adding a background, and using basic motion blocks (e.g., move, turn).

2. Interactive Demonstration (5 minutes)

• Create a simple animation together as a class. For example, make a cat sprite move across the screen.

• Ask students to suggest what the cat should do next and demonstrate how to add the corresponding blocks.

Part 2: Creating Their Own Animation (15 minutes)

1. Step-by-Step Instructions (5 minutes)

• Distribute printed handouts/ show screenshots with step-by-step instructions for creating a simple animation (e.g., a sprite moving and saying "Hello").

• Walk through the first few steps with the students to ensure they understand.

2. Independent Practice (10 minutes)

• Students work on creating their own animations using the instructions.

• Encourage creativity by allowing them to choose their sprites and backgrounds.

• Walk around the room to assist students as needed.

Differentiation:

For Struggling Students:

• Pair them with a more advanced peer who can help guide them.

• Provide additional one-on-one assistance.

• Offer simpler tasks, such as making a sprite move in a straight line.

For Advanced Students:

• Encourage them to add more complex elements, such as multiple sprites, loops, or interactive events.

• Suggest creating a short story or interactive game using ScratchJr.

Conclusion (5 minutes):

1. Sharing Animations (3 minutes)
• Have a few students share their animations with the class using the interactive whiteboard.
• Allow students to explain what their sprite is doing and how they programmed it.
2. Review and Recap (2 minutes)
• Ask students what they learned about coding today.
• Review the key concepts: sprites, blocks, and sequencing commands.
3. Wrap-Up and Next Steps (1 minute)
• Praise students for their creativity and efforts.
• Explain that in the next lesson, they will continue to explore ScratchJr and learn new coding skills.
• Assign a simple homework task: Ask students to think about a short story they would like to animate in the next class.

Assessment:

• *Formative Assessment:* Observe students during practice time, noting their ability to follow instructions and use ScratchJr effectively.

• *Summative Assessment:* Use a simple checklist to evaluate each student's animation based on the use of sprites, blocks, and the ability to create a sequence of commands.

Criteria	Yes	No
Choose a Sprite		
Adds a Background		
Uses Motion Block		
Created a Sequence		
Completes Animation		

Notes:

By following this lesson plan, the students will be introduced to basic coding concepts through a fun and interactive platform, ScratchJr, fostering their interest in technology and programming.