Teacher Guidance

ScratchJr, aimed at ages 5-7, is a great tool to introduce children to computer programming using visual blocks. It is a fantastic precursor to Scratch Programming. It is available as a free app for Chromebooks, Apple and Android devices. The platform encourages basic understanding of algorithms and how to create precise instructions for visual working programs. It begins to develop a sense of creating, debugging and logical reasoning, which are required for further programming at KS2.

Each ScratchJr Creative Coding Challenge is an open-ended task, which can be approached in many different ways. Pupils should be encouraged to have a go and tackle these tasks independently but Helpful Hints can be used to find solutions. These are not intended to provide complete solutions but may serve as useful cues.

Each ScratchJr Creative Coding Challenge includes:

- Getting Started to introduce the task and set the stage

- A set of creative challenges for pupils to work through at their own pace

- Helpful Hints to support less-confident coders

Each activity sheet is designed with a fold-back section so that the Helpful Hints can be hidden for more confident coders or revealed to provide support for less confident coders.

We hope you find the information on our website and resources useful. This resource contains links to external websites and/or external apps. Please be aware that the inclusion of any link in this resource should not be taken as an endorsement of any kind by Twinkl of the linked website and/or app, or any association with its operators. You should also be aware that we have no control over the availability of the linked pages and/or apps. If the link is not working, please let us know by contacting TwinklCares and we will try to fix it although we can assume no responsibility if this is the case. We are not responsible for the content of external sites and/or external apps.
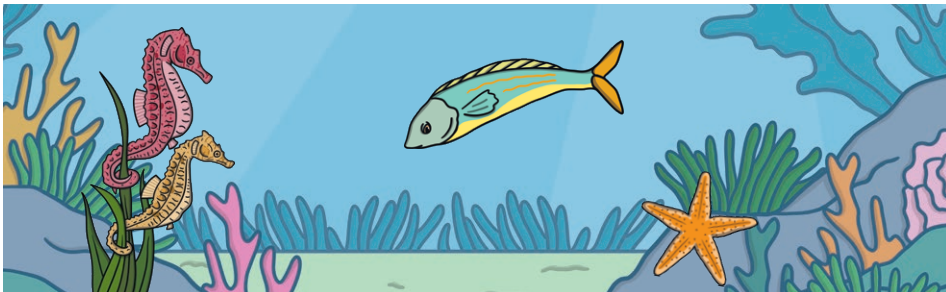
To delete the Cat character:

Keep your finger on the **Cat** character until a red cross appears. Then tap the red cross.
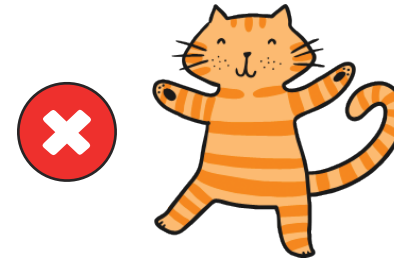
Getting Started:

Select **Underwater** background.

Choose **Fish**, **Seahorse** and **Starfish** from the character library and position them to the far left of the stage.

Choose a background:

Choose a character:

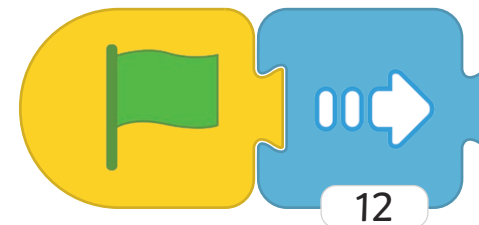**Challenge 1:**

Can you make each character move to the right across the sea?

I can make the characters move across the stage.

Top Tip: All of the characters will need to move an equal number of times.

Challenge 2:

Can you change the speeds of each character so one is slow, one is medium and one is fast?

I can change the speed of the characters.

Top Tip: Remember, you will need to add programming script for each of your characters.

Challenge 3:

Can you make the characters stop when they get to the end of the race?

I can make characters stop.

Top Tip: Remember, you will need to add programming script for each of your characters.

Challenge 4:

Can you make the winning character say a victory message when it wins the race?

I win!

I can add a message.