

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.

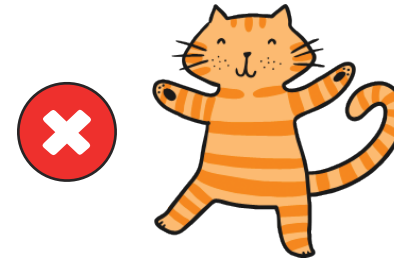
We hope you find the information on our website and resources useful. This resource contains links to external websites and/or external apps. Please be aware that the inclusion of any link in this resource should not be taken as an endorsement of any kind by Twinkl of the linked website and/or app, or 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.

Creative Coding with ScratchJr

Treasure Hunting

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 **Beach Day** background.

Choose **Boat** from the character library. Make it smaller and place it on the far left, on the edge of the water.



Creative Coding with ScratchJr

Helpful Hints

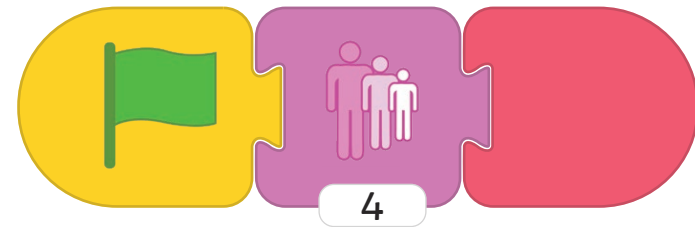
Choose a background:



Choose a character:



To make the **Boat** smaller:



Creative Coding with ScratchJr

Treasure Hunting

Challenge 1:

Can you use the **Paint Editor** and edit the **Boat** to make it look like a pirate ship?

I can edit my boat.



Creative Coding with ScratchJr

Helpful Hints



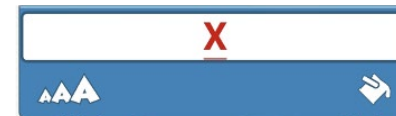
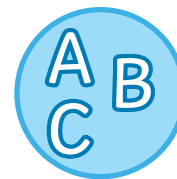
Top Tip: Use the **Fill** tool to change the colours.



Challenge 2:

Can you use the **Add Text** icon to create a red 'X' marks the spot? Put this next to the surfboard.

I can add text.



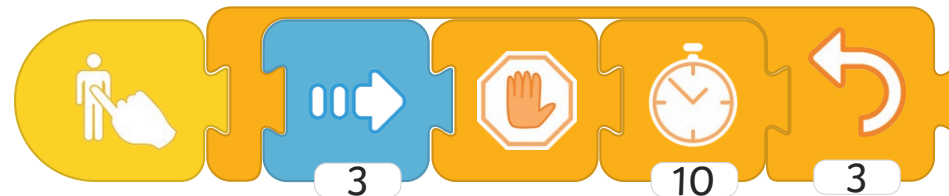
Creative Coding with ScratchJr Treasure Hunting

Challenge 3:

Can you make the **Boat** travel across the water when you press on it?
Can you make the boat stop on the way to search for treasure?

I can make my boat travel across the water, stopping on the way. ☐

Creative Coding with ScratchJr Helpful Hints



Top Tip: Make sure you have pressed the green flag so the **Boat** size gets smaller first.

Challenge 4:

Can you make a '**pop**' sound and a message appear when the **Boat** arrives at the 'X'?



I can add a sound effect. ☐
I can make a message appear at the end. ☐