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PASSMARC You are currently using guest access (entry to) Page 2 PASSMARC You are currently using guest access (entry in) Youth Unisex T-shirt suitable U.S. Body Size Width Full Body Length Small 6-8 15.25 38.74 cm 20.88 53.04 cm Average 10-12 16.25 41.28 cm 22.13 56.21 cm Large 14-16 17.25 43.82 cm 23.38 59.39 cm Adult Unisex t-shirt Body width Small 18 45.72 cm 28 71.12 cm Average 20 50.80 cm 29 73.6 See Big 22 55.88 cm 30 76.20 cm Extra Large (XL) 24 60.96 cm 31 78.74 cm ScratchJr is a fantastic resource for young programmers. It was built for pre-readers, so it's easy to learn and use. Any child younger than third grade should at least spend some time with the app before moving on to Scratch as this provides an excellent introduction. The app is available on iOS (iPad only), Android and Chromebooks. Here's a small background on the software from their website: ScratchJr is an introductory programming language that allows younger than third grade children (aged 5-7) to create their own interactive stories and games. Children click together graphic programming blocks to make the characters move, jump, dance and sing. Children can change characters in the paint editor, add their own voices and sounds, even paste their photos, and then use programming blocks to make their characters about life. ScratchJr was inspired by the popular scratch programming language used by millions of young people (ages 8 and under) around the world. By creating ScratchJr, we have redesigned the interface and programming language to make them suitable for the development of young children, carefully designing functions consistent with the cognitive, personal, social, and emotional development of young children. Why not just use Scraps? Scratch is a fantastic interface for students who can read, but I've noticed that kids under the age of 8 often try to understand the concept in Scraps. Most schools, for example, are not taught to coordinate planes until the 4th or 5th grade, but students who dive into scrapes are expected to learn the coordinates of the plane in order to organize their projects. When you're trying to teach the 2nd grader the plane coordinates, they're completely confused. Another reason for waiting to enter Scratch is that the Scratch community as a whole is much more mature than 5-7 years. Although Scratch takes precautions to prevent explicit content on its website, young children and their parents may find the open-format community unpleasant for students who are young and impressionable. The stupidity of many Scratch projects is evident when students click on the Explore tab on Scratch's main website. ScratchJrThat, why ScratchJr is such a fantastic resource. As explained in the quote above, it more closely corresponds to the cognitive, personal, social and emotional development of children in 5-7 5-7 Range. So let's dive into some of the great reasons why ScratchJr is the perfect coding tool for kids in this age range. Creative design and interactivity! You hand the child ScratchJr and see what they will do in the first place, chances are they will immediately gravitate to the costume editor, which allows them to color and draw a cat or other characters. In my experience, it's amazing that students as young as 4 can draw on this platform. I have students tell me all the time that a cat looks better in pink or black. They can also paint free books or other accessories as they want. Once the animations are done, students also figure out quickly how they can record themselves out of sounds. ScratchJr doesn't come with a huge library of sounds like Scratch, which is great because it opens up even more creativity for kids. They can't just click the Dance Party for an audio track - they have to create a dance party themselves and record the sound. Simple coding BlocksI'll recognize that no coding program I have experienced so far is 100% intuitive for all 4-5 year olds. But ScratchJr gets very close in its ability to dumb down complex concepts in one image. Parents still probably need to explain what the green flag is doing, and there are a few other blocks that also need to be explained. But the concepts are simple, and once the kids have an initial explanation, they should be good for creating the projects listed below. Kid-Friendly GraphicsThe graphics on ScratchJr are better than Scratch, but there aren't many options for backgrounds and characters. Each ScratchJr character was designed with the baby in mind, looking happy and friendly. There is also a PBS-children version of ScratchJr that can appeal to children who want to use characters from PBS kids in their projects. A few flaws To be clear, I love ScratchJr and I think it's fantastic for young kids, but I need to be clear about some of the weaknesses of the program. The simplicity of scratchJr coding blocks doesn't leave much room for the game. You can create a maze game that is more challenging than the one I created below, and it may be possible to make a different type of game, but overall, I find it challenging for our age range and beyond the normal boundaries of what ScratchJr is designed for. ScratchJr is also not easy in the sense that coding is not easy. I created this post with this reality in mind: most kids/people struggle when they first try to solve problems in computer programming. Hand a 5-year-old iPad with ScratchJr, and they can probably edit photos, but they're unlikely to create a legitimate story without any initial indication. It's as simple as it can be, it's not entirely intuitive. I think the projects below can offer a good bridge and introduction to the blocks. Finally, if you're a teacher and want to use ScratchJr, saving money can be complicated because there are no accounts installed the same as Scratch. You can export files to another device that has ScratchJr, but you can't save it to iCloud or your account. So I recommend that kids keep track of what kind of iPad they use if they want continuity in their projects. Scratch Jr Projects Before You Dive Into Projects, a quick note. I think there are too many books and coding guides for kids to give up too much thinking and problem solving that real programmers do. Usually what I see for children is a step-by-step tutorial, often guiding students to exactly what code should go where, without responsibility to learn or remember from the child's side. (However, I checked out this book on ScratchJr, and I like it. It's not always necessary to remember the syntax in programming, but it's critical to explore the concepts behind programming. And I'm afraid that many kids who try to learn programming won't do it because they've never been taught these critical thinking skills, problem solving, and patience. The problems below are not impossible, but I hope you will consider the possibility of your child/student floundering a bit if they get stuck before giving them clues or allowing them to move on to the next project. I also discussed sharing my code, but I gave it up. My goal with these projects is to enter the values of different buttons through simple, interactive projects. I'm not going to touch much on the art editor, but the editor and backgrounds are a lot of fun! I just don't want animation to distract from the fact that kids can encode things in ScratchJr. Feel free to comment! Project 1: Walk AlongGuiding Matters: What Does a Green Flag Do? How can we make the characters move? What do the numbers below the blocks mean? How does the orange button work? Challenge: Get the character moving halfway across the screen, take a break and then continue moving before stopping and resetting. End of purpose: Tips for adult ups: Green Flag starts a program below the blue work blocks on the grid system. You can see the grid by clicking on the box with lines at the top of the screen. There are 20 seats in so 8-10 seats will help you halfway. The orange waiting block works in tenths of a second. 10 x 1 second, 20 and 2 seconds, etc. Project 2: Show and HideGuiding Questions: How can I make the action happen more than once? How do you make my characters disappear and reappear? Challenge: Use the show, hide, and wait for the buttons to repeat. End of purpose: Tips for adult ups: In my program, I made each character hide and then wait a certain amount of time and then show up again. The effect in my done by having each character wait a different amount of time. Project 3: Gymnast CatGuiding Matters: How Can I Get Turn? What does the number mean under the turn? How can I make my character jump? How do I get my character back to the beginning? Challenge: Make your character do the wheel, jump and then go back to the top. End of goal: Tips for adult ups: You need two green flags. One has a motion block that moves to the right. The other has to turn the jump, and return the block. At the turn of the block, the number at the bottom should be 12 for full rotation. See if you can change numbers to get the character to stop moving as soon as they return. Project 4: Crossing The Burning Question: How Can I Make Something Happen When Two Characters Crash Into Each Other? The task: make the cat say hello to another character when he stumbles upon another character. End of Purpose: Tips for Adult UPS: A yellow block that looks like two people dancing is something you'll need to use for this project, along with some motion blocks and a pink dialogue block. Have the cat move across the screen on the green flag, but talk to the kick. Project 5: Big and SmallGuiding Matters: How Can I Start My Animation by Clicking on a Character? How can I make my characters bigger or smaller? How do I get my characters back to normal? Challenge: You have two characters, one that gets bigger when you click on it, and one that gets smaller when you click on it. But when you push the green flag, both characters return to normal. End of purpose: Tips for adult ups: The yellow button with your finger on it is one of the most intuitive buttons, and triggers the script when you click on the symbol. Purple-pink blocks are all about looks. Dialogue, size, and hiding and showing are here. For this project, you'll need two yellow blocks. One to make the characters bigger and smaller on the button and green flag to make them back to normal. Project 6: Messaging questions How can I get one character to do something after the other character finishes? Challenge: You have two characters. When one takes action on one side of the screen, the other takes a separate action. End of purpose: Tips for adult ups:ScratchJr offers the ability to send many different messages. It can be difficult to manage, but it is an extremely important skill in practice because broadcasting messages in Scratch can be one of the biggest headaches! Message blocks are located in the yellow event section. Project 7: MazeGuiding Questions: Can I program my character to go through the maze? How do I create my own unique background? Challenge: There are an adult or older child to create a maze using molds and then the student navigate the maze using motion blocks. End of goal: Tips for adult ups: Before you try to move through It is usually a good idea to reduce character. The essence of this exercise is not to be perfect in avoiding obstacles, but to use motion blocks to successfully navigate the course. This will help students It can also be a good time to show students a speed block - an orange block with three speed options. Additional Resources/Projects: We are a member of the Amazon Services LLC Associates Program, an affiliate advertising program designed to provide funds for us to earn fees, citing Amazon.com and affiliate sites. Sites. scratch jr coding cards pdf. scratchjr coding cards creative coding activities. scratchjr coding cards creative coding activities pdf. scratchjr coding cards download. scratchjr coding cards pdf download. scratchjr coding cards free

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