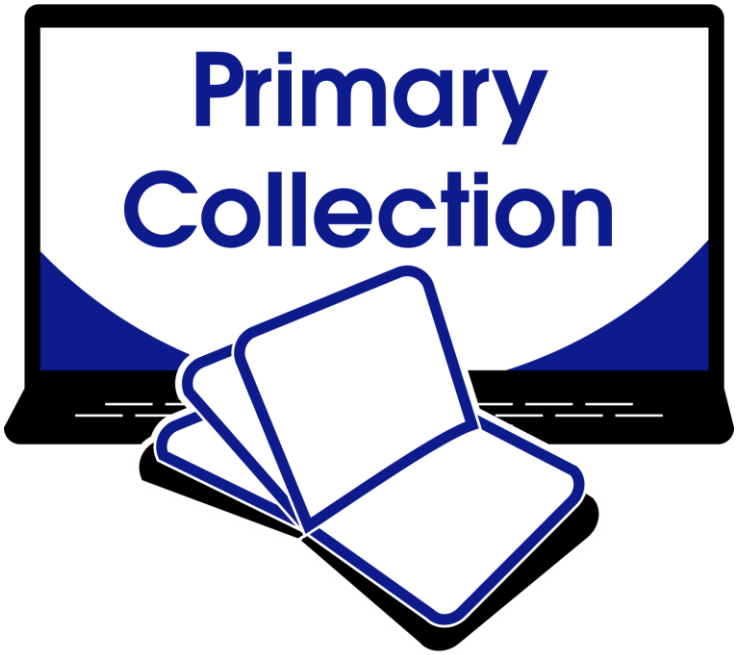
https://www.technokids.com/store/collections/computer-lessons-for-kids/

TECHNOKids®

PRIMARY
Curriculum Collection



PROJECT-BASED LESSONS: DIGITAL LITERACY AND STEM ACTIVITIES

A collection of technology courses for
Microsoft Office, Google Docs, coding, and more!

Contents

Primary Technology Courses and Software

TechnoKids Technology Courses are available for Microsoft Office, Office for the Web, Google Docs, and programming. Refer to the table to identify projects that are right for you!

	Microsoft Office				Office Web		Google			Code
	Paint	Word	PowerPoint	Publisher	Word Online	PowerPoint Online	Drawings	Docs	Slides	Scratch Jr
Primary Grades 1-3										
TechnoBookmaking			•			•			•	
TechnoFit				•						
TechnoGallery							•			
TechnoMe			•			•			•	
TechnoPainter	•									
TechnoStart	•						•			
TechnoStories		•			•			•		
TechnoTales										•
TechnoWhiz										•

Primary Technology Courses | Scope & Sequence

Primary technology courses are for beginners. They provide a foundation for learning.
Activities emphasize fundamentals. Students create artwork, write stories, make presentations, and more!

	Computer Applications | Digital Literacy			Computer Science
Grades 1/2	TechnoStart Earn a computer operator license. Engage in fun activities to learn about hardware, terminology, computer rules, and keyboarding. *Paint or Drawings* visual arts; graphics and computer fundamentals	TechnoStories Become an author. Use templates to plan, write, edit, and illustrate stories. Share the books during story time with friends or family. *Word or Docs* language arts; word processing	TechnoMe Design an *All About Me* slide show. Outline personal information, accomplishments, goals, and interests in a mini biography. *PowerPoint or Slides* social studies; presentation	TechnoWhiz Become a programming whiz kid. Build simple scripts and loops to create silly scenes, feed a pet monster, explore a magical land, and invent a racing game. *Scratch Jr* mathematics; coding
Grades 2/3	TechnoPainter or TechnoGallery Spark creativity! Produce unique artwork using digital tools. Develop fine motor skills to paint original images and display them in a gallery. *Paint or Drawings* visual arts; graphics, computer fundamentals	TechnoBookmaking Publish a collection of books. Create a tiny picture book, flip flap story, unfolding riddle book, layer book of facts, bookmarks, card, and more! *PowerPoint or Slides* language arts; word processing	TechnoFit Join the TechnoFit Club. Inform others about the importance of a healthy lifestyle by designing a food guide, menu plan, and fitness poster. Be fit and live well! *Publisher* health and nutrition; desktop publishing	TechnoTales Blend coding with storytelling. Design a modern fairy tale that has a hero go on a quest. Build scripts to animate the story action. *Scratch Jr* creative writing; coding

Primary Technology Course Descriptions

TechnoBookmaking

In this course, students make, print, and share books. They use inspiring templates to publish a unique collection. Each assignment teaches a new word processing skill. Lessons explain how to make a tiny picture book, flip flap story, unfolding riddle book, layer book of facts, bookmarks, and greeting card. Place the publications on a bookshelf or put a fresh twist on a Young Authors Conference. Optional activities include additional templates that offer unlimited creativity. Rethink how PowerPoint or Slides can be used in language arts. Explore the possibilities with bookmaking.

The technology course has 9 assignments that are divided into 6 Sessions:

- Session 1 Illustrate a Picture Book
  In Session 1, students design a picture book for toddlers. They start by choosing a topic such as pets, cars, or toys. Using a PowerPoint or Google Slides template, they insert six images on a slide. After printing, students follow instructions to assemble a miniature book perfect for young kids. As an extra activity, they can use a similar template to craft books that fold like accordions or stand up.
- Session 2 Have Flip Flap Fun
  In Session 2, students create a Flip Flap book. This style of book has a flap that hides a picture. Using a template, each slide serves as a page of the story. To start, students design a cover by adding the title and story name. Moving to the following slides, they complete the sentence, 'I hear', with a sound, such as 'Moo' or 'Meow' or 'Quack'. They then insert an image of the object. Students experiment with text formatting to make the words visually engaging. Upon finishing, they print their stories and fold down the flap on each page. This book offers a fun way to captivate young readers.
- Session 3 Guess the Riddle
  In Session 3, students create an interactive riddle book. With a template, they design a story page featuring three clues, the answer, and a picture. Students explore how to format text boxes to give their riddle book a distinctive look. After finishing, they print, glue, cut, and fold to construct a riddle book with pages that unfold to reveal the object. As an additional task, students can utilize a similar template to craft an original story, like 'Guess Who is Coming to Dinner?' or 'There is a Monster Under My Bed'.
- Session 4 Peel Back the Layers
  In Session 4, students create a layered book that offers a sense of discovery. As readers peel back each page they uncover facts. The fiction book might focus on topics like the seasons, Arctic animals, or community helpers. To begin, students break down their topic into four or five headings. Using a template, they add these headings to the bottom of each slide using WordArt. Then, they include a corresponding fact for each heading using a text box. Once finished, students print, fold, and slide the pages over one another to assemble the layered book. As an extra task, students can create a book where readers peel back strips from an image to reveal facts below.
- Session 5 Design Bookmarks
  In Session 5, students create bookmarks. Using a template, they apply their skills to arrange images and text. By experimenting with object order, they produce one-of-a-kind designs.
- Session 6 Publish a Storybook
  In Session 6, students write an original story. They begin by sketching their ideas on a storyboard. Next, using a PowerPoint or Google Slides template, students write their story. They use their skills to format text, images, text boxes, and WordArt, creating visually appealing pages. By adjusting the slide order and print settings, students produce a unique mini storybook. Once finished, students share their books.

Extension Activities:
Discover Accordion Style Books, Make Flip Flap Books, Write a Story That Unfolds, Build Fast Fact Books, Get Story Ideas, Send a Greeting Card

Technology Skills: Word Processing
Technology Integration: Language Arts
Software Applications: PowerPoint | PowerPoint Online | Slides

TechnoFit

In this course, students become members of the TechnoFit Club and take the "Be Fit Challenge". This challenge dares participants to eat right, be fit, and live well! To prepare for the task they learn about healthy eating and exercise. Afterwards they design a food guide and fitness poster. They then prepare for the upcoming Be Fit Challenge Event, which is a celebration that includes fun fitness activities and great tasting food. To plan for the event, students design a menu and send invitations. With the event fast approaching, certificates are created for each participant of the Be Fit Challenge to recognize their efforts to be healthy. These are then handed out at the event.

The technology course has 12 assignments that are divided into 6 Sessions:

- Session 1 Join the TechnoFit Club
  In session 1, students join the TechnoFit Club (TFC). The TFC's motto is "Eat Right, Be Fit, Live Well!" To become a member, students learn about being healthy by watching "The Be Fit Challenge" video. Once they are familiar with the importance of diet and exercise, they are awarded a membership card. This card includes their name, pictures, and other vital information that gains them admittance to this elite club.
- Session 2 Eat Right!
  In session 2, students learn about a balanced diet. To help TechnoFit Club members make healthy food choices, students watch the video Eat Right. Afterwards, they create a Be Fit Food Guide, which contains pictures of food items organized under Food Group headings. This guide is a great way to help students make healthy food choices.
- Session 3 Be Fit!
  In session 3, students learn about the importance of exercise. To help TechnoFit Club members "be fit" they make a poster showing all the things they do to stay active. This poster is a great way to show others how to live healthy.
- Session 4 Be Fit Challenge Event Menu
  In session 4, students help to plan an upcoming event. The TechnoFit Club is hosting a Be Fit Challenge Event. All TFC members will be there! Students must plan the kind of food people will eat. They create a healthy menu, being sure to include food from all the Food Groups.
- Session 5 You Are Invited!
  In session 5, students create an invitation to invite TechnoFit Club members to come to the Be Fit Challenge Event. To start, they view a sample file to get ideas. Afterwards, they plan the content of their own invitation. Microsoft Publisher is then used to create a side-fold card.
- Session 6 Eat Right, Be Fit, Live Well!
  In session 6, take part in the Be Fit Challenge Event. All TechnoFit Club members who took part in the Be Fit Challenge are to be awarded a certificate in recognition of their efforts to eat right and be fit. To prepare, students make a certificate for themselves or another TechnoFit Club member using Publisher. These awards are then handed out by the teacher to acknowledge each student's healthy lifestyle choices.

Extension Activities: Word Search, Food Servings, Be Fit Calendar
Recipes: English Muffin Pizza, Fruity Parfait, Veggie Stir Fry, Fruit Kabobs

Technology Skills: Graphics, Desktop Publishing, Word Processing

Technology Integration: Health and Nutrition

Software Applications: Publisher

TechnoGallery

In this course, students produce an animated art gallery with artwork they create using Google Drawings. The fun begins with an exploration of line and shape tools. Once familiar with how to create and format objects, artists apply their creative talents to make cartoon faces and characters. Next, students transform text into a beautiful picture by formatting the style and color of letters. The final art project has students experiment with recoloring and cropping options to create stunning images. Upon completion, each piece of artwork is placed into picture frames using Google Slides. Students share their artwork and explain their artistic choices during a digital art show.

The technology course has 14 assignments that are divided into 6 Sessions:

- Session 1 Paint Artwork with Lines
  In Session 1, students become digital artists. They explore how to draw straight, curvy, and zigzag lines. By experimenting with color, width, and dash style students develop basic graphic design skills. These are applied to draw a unique pattern suitable for a shirt, rug, or wallpaper. Next, they draw a cartoon face that expresses emotion. This activity serves as an enjoyable exploration of various line styles!
- Session 2 Construct Cartoons Using Shapes
  In Session 2, students further their exploration of digital art tools. The excitement kicks off with a drawing workshop that teaches them how to draw, bend, resize, and rotate shapes. Additionally, students acquire key graphic design skills like zooming, deleting, undoing, and redoing. These skills are then used in constructing animal figures from shapes. Following this, students create new artwork that integrates both lines and shapes. An optional activity is also available, explaining how to edit points to gain greater control over an object.
- Session 3 Design a Poster with Decorative Text
  In Session 3, students continue to express themselves artistically by transforming words into art. They start with a workshop that encourages them to explore various text formatting options, including fonts and alignments. Next, they delve into WordArt to experiment with different ways to change the outline and fill of letters. They then use their newfound skills to design a poster featuring descriptive words. Each one is formatted to look unique.
- Session 4 Manipulate Images to Create a Collage
  In Session 4, students creatively manipulate images to produce a one-of-a-kind collage. The fun begins with a workshop where they learn to crop, apply styles, and adjust colors. Once they have mastered these graphic design skills, they use them to create artwork related to a personal interest or favorite thing. The collage features repeated images, each with a unique effect. An optional activity, challenges students to trace a photo to create a carton drawing.
- Session 5 Create an Art Exhibit
  In Session 5, students curate a digital art gallery. To prepare, they download their previous session's artwork as JPEG images. This is a necessary step for inserting them into a slideshow. Using Google Slides, students transform the white background of a slide into a picture frame. They then insert a downloaded picture file into the frame, creating the illusion of art hanging on a digital wall. After all the artwork is framed, they add transitions between slides to complete the digital art gallery experience.
- Session 6 Meet the Artist
  In Session 6, students showcase their art in a digital exhibition. They share their collection with peers. To engage the audience, the student-artists ask questions such as "what lines do you see in this picture?" or "what shapes make up these animals?". An optional extension activity demonstrates how to print the slideshow as a handout, transforming the digital exhibition into a printed display of artwork.

Extension Activities:
Edit Points, Trace Photo to Make a Cartoon, Print as a Handout

Technology Skills: Graphics, Computer Fundamentals, Presentation, Word Processing
Technology Integration: Visual Arts
Software Applications: Drawings, Slides

TechnoPainter

In this course, students become "techno" painters. They paint beautiful artwork using digital art tools. By applying their artistic talents, students earn an Awesome Artist certificate. Each assignment blends technology with visual arts. Students develop fine motor skills while learning essential computer knowledge such as how to open and close a program, set tool options, use the keyboard, print a document, save a file, and open a saved document.

The technology course has 16 assignments that are divided into 6 Sessions:

- Session 1 Draw It!
  In session 1, students become "techno" painters. They learn how to use a digital pencil, eraser, and paint bucket to create artwork. To start, they are introduced to the Paint window. Next, they experiment with basic paint tools. Students practice their skills by completing a series of challenges. Once confident with their new skills they apply their artistic talents to produce a beautiful picture. It is time to draw it!
- Session 2 Type It!
  In session 2, students type it! To develop basic keyboarding skills, they use a worksheet to identify common keys. Next, students use the keyboard to type letters into a text box and format the letters. Once familiar with the location and function of keys, they type their name and make it look fancy. Upon completion, they print their work.
- Session 3 Paint It!
  In session 3, students paint it! To start they experiment with the different types of brushes. From a regular paint brush to calligraphy pens, crayons, and markers, students gain confidence with using digital art tools to create a beautiful rainbow of colors. Next, they apply their skills to paint a happy picture that includes a big smile.
- Session 4 Shape It!
  In session 4, students shape it! An exploration of the Shapes gallery allows students to draw colorful shapes using different outlines and fills. They learn how to adjust the size and position. Once prepared, students take the stamp challenge. They make four different shapes and arrange them on the page to produce an eye-catching masterpiece.
- Session 5 Frame It!
  In session 5, students frame it! To gain inspiration they study a collection of picture frames. They then apply their skills to create one of their own. Using digital paint tools, students produce an attractive design. They fill the center of the design with a white shape to produce an original frame that will hold their artwork. Students learn how to save the file so that they can use it to paint a picture in the upcoming session.
- Session 6 Create It!
  In session 6, students create it! They open their saved picture frame from the previous session and use it to paint a picture. To celebrate their success, students complete a checklist of their digital paint skills and then produce an award that acknowledges they are an *Awesome Artist*.

Extension Activities:
Color It, Write It, Magnify It, Copy, Paste, and Flip It, Edit It, Celebrate It

Technology Skills: Graphics, Computer Fundamentals, Word Processing

Technology Integration: Visual Arts

Software Applications: Paint

TechnoMe

In this course, students celebrate their own unique characteristics. They use a template to create an All About Me slideshow. The mini biography outlines personal details, accomplishments, goals, and interests. Upon completion, students share their slideshow with a friend to compare how they are similar and different. This is an excellent way to enhance self-esteem, foster relationships, and develop fundamental technology skills.

The technology course has 7 assignments that are divided into 6 Sessions:

- Session 1 My Name
  In Session 1, students begin to create an All About Me slideshow. Their first task is to create a title slide. Using a Microsoft PowerPoint or Google Slides template, they type their name to a text box. They then format the font, size, style, and color of the letters. As an additional activity, students are encouraged to set a learning goal by creating a text box and finishing the sentence, "I want to learn how to…".
- Session 2 I Am Special
  In Session 2, students continue to build their All About Me slideshow. They fill out a slide template that includes descriptive sentences. Students type their name, age, city, and favorite activity. Afterwards, students have the option to share even more details using the Fun Facts template. They complete details such as "My Favorite Subject," "What Annoys Me," and "Things I Enjoy Reading or Watching."
- Session 3 When I Grow Up
  In Session 3, students complete a third slide in their All About Me slideshow, which centers on a career goal. They do this by finishing the sentence, "When I grow up, I want to be a…". They insert an image representing what they aspire to be in the future. Next, they create a text box and type in the desired job title. An optional activity is available that has students construct their family tree using a cloud shape to add each person's name to a branch.
- Session 4 Things I Like
  In Session 4, students complete building their All About Me slideshow. They use a slide template featuring a flower shape, with each petal dedicated to clipart of things they enjoy. In the center, they add a photo of themselves. This slide can be printed to create a class bulletin board. As an additional activity, students can place their photo into a puzzle template, cut out the pieces, and reassemble the image. It can be enjoyable to exchange puzzles with friends.
- Session 5 Add Transitions Between Slides
  In Session 5, students add transitions to the All About Me slideshow. They choose their preferred transition effect and then apply it to all slides. Then they run the slideshow to practice advancing to each slide. Optional instructions are provided on how to incorporate any slides from previous extension activities into the current slideshow. For instance, students may wish to include their learning goal, fun facts, family tree, or puzzle if they completed those additional activities.
- Session 6 Present “All About Me”
  In Session 6, students share their All About Me slideshow with an audience. Following the presentation, they participate in a discussion to explore the similarities and differences among their classmates. They identify peers who share the same age, interests, or goals. This activity underscores both the commonalities within the group and the unique qualities of each individual. As an optional activity, students can collaborate in pairs to create a Venn diagram comparing their similarities and differences..

Extension Activities:
Set Goals, Share Fun Facts, Build a Family Tree, Make a Puzzle from a Picture, Insert a Slide into a Show/Make More Slides, Similarities and Differences

Technology Skills: Presentation
Technology Integration: Language Arts, Social Studies
Software Applications: PowerPoint | PowerPoint Online | Slides

TechnoStart

In this course, students have fun learning computer fundamentals. This introduction provides beginners with basic knowledge such as the function of computer hardware, mouse or touch terminology, and computer rules. Activities encourage students to discover how to create with technology. By making simple paintings they develop essential skills including how to open and close a program, select tools to perform a task, save and print, open a saved file, and type using the keyboard. Upon completion, students receive a Computer Operator License that states they can use the computer competently and safely.

The technology course has 19 assignments that are divided into 6 Sessions:

- Session 1 Be a Computer Detective
  In Session 1, students explore computing devices. This introduction starts with an overview of various types of computers and their uses. They then identify computer hardware, including the monitor, keyboard, mouse, tower, printer, and speaker. To solidify their understanding, they solve riddles related to these components. Following this, they learn mouse and touch terminology for controlling a device. Finally, students apply their skills by assuming the role of detectives. They must click or tap on the correct parts.
- Session 2 Follow Computer Rules
  In Session 2, students practice proper computer care. To begin, they learn common rules and then apply their knowledge to distinguish between "do" and "don't" behaviors. Next, they open Paint or Google Drawings and explore the program features. This task encourages students to experiment with various tools to gain confidence with using their device. Upon completion, students assess their good behavior. Next, students learn about the school's procedures for printing. They make a simple drawing and print their picture, being certain to follow the rules.
- Session 3 Type Like A Pro
  In Session 3, students pretend to be the fastest typists in the world. They begin by identifying popular keys on the keyboard including the letters in their name, spacebar, SHIFT, and ENTER keys. Next, they type letters into a text box. They learn how to format the font, size, style, and color. Students then demonstrate their skills by typing their name with an uppercase first letter.
- Session 4 Left Click, Right Click
  In Session 4, students refine their mouse or touch actions by painting an artistic design. They begin by reviewing how to left or right click using their device. They use left and right click actions to draw an image. Students add their name to the picture and then print.
- Session 5 Practice Saving Your Work
  In Session 5, students learn the importance of saving their work. To begin, they identify the location for storing their files at school. Next, they practice assigning filenames to images making them easy to retrieve later. Afterwards, they answer questions about reasons for saving. Following this, students draw a picture and save it. They further reinforce this concept by reopening the file to make additional changes to the artwork.
- Session 6 Earn a Computer License
  In Session 6, students earn a Computer Operator's License. This license confirms their ability to identify computer hardware, execute mouse or touch actions, perform basic computing tasks, and use the device safely. To start, students demonstrate the importance of safeguarding their password. Next, they practice signing in and out of a device. They then complete a ten-item checklist related to proficient computer use.

Extension Activities:
Play “Computer Spy”, Pick Print Settings*, Sign In and Out of Google Drive*, Label It Input or Output, Edit Colors, Clean Up Your Files, Keep Your School Safe

Technical Skills: Graphics, Computer Fundamentals, Word Processing

Technology Integration: Visual Arts

Software Applications: Paint | Drawings

**Note:* Select extension activities are not available for all product versions.

TechnoStories

In this course, students create storybooks. They develop basic word processing skills to plan, write, illustrate, edit, and publish stories. Upon completion, authors share their work during story time. Optional activities challenge students with keyboarding tasks, advanced word processing techniques, and the creation of a flipbook.

The technology course has 9 assignments that are divided into 6 Sessions:

- Session 1 Format Text in a Story
  In Session 1, students enhance the appearance of a story about a puppy. They use a word processing template to format the text in a way that visually represents the meaning of the words. They experiment with various fonts, styles, and colors to modify words such as 'play', 'mud', 'loves', and 'funny'. An optional activity has students identify important keys on the keyboard, including the spacebar, period, delete, and arrow keys.
- Session 2 Illustrate a Story
  In Session 2, students bring the story "My Day at School" to life through illustrations. Each page features a word that they must locate using an online picture gallery. The instructions provide detailed guidance on how to insert clipart and format the images to fit the content onto a single page. As an additional activity, there is a keyboarding workshop designed to teach essential skills such as typing capital letters, numbers, symbols, and spaces.
- Session 3 Use a Story Starter
  In Session 3, students finish the story All About Me. The Microsoft Word or Google Docs template includes three sentences that need to be completed. The last page is left blank for students to add their own ideas. Students use their word processing skills to format the text, insert an image to accompany each page, and then print their publication. An optional activity is provided, explaining how to insert a saved photo to enhance the story's front cover.
- Session 4 Be a Storybook Author
  In Session 4, students write an original storybook. They begin by using a graphic organizer to outline the events at the beginning, middle, and end of their story. Optional writing ideas are offered to inspire their creativity. Next, students use a template to create their story. Sentence starters guide students with their writing task. Upon completion, students illustrate each page.
- Session 5 Edit the Storybook
  In Session 5, students get their storybook ready for publication. They run a spell check on the file and then use a checklist to review the content. An optional activity is provided to explain how to convert the file into a flipbook.
- Session 6 Read at Storytime
  In Session 6, students present their storybook to an audience by either printing the file or publishing it digitally. They then read it to a reading buddy, friends, family, or the teacher. The audience members can share their appreciation for the book by writing positive comments. Finally, students reflect on their writing experience.

Extension Activities:
About the Keyboard, Be a Keyboard Detective, Insert a Saved Photo or Take a Photo, Story Writing Ideas, Make a Flip Book

Technology Skills: Word Processing
Technology Integration: Language Arts
Software Applications: Word | Word Online | Docs

TechnoTales

In this course, students make a modern fairy tale. Using Scratch Jr, they will combine coding blocks to form scripts that animate the story action. The tale will be about a character that overcomes a problem by going on a quest. To live happily ever after, they must find a hidden item and locate someone that can help. What will happen in the "Once Upon a Time" adventure?

The technology course has 21 assignments that are divided into 6 Sessions:

- Session 1 Get to Know Scratch Jr
  In session 1, students are introduced to programming with Scratch Jr. To start, they explore the program window to learn about commonly used tools. Afterwards, they investigate the Triggering, Motion, Looks, Sound, Control, and End blocks to discover their function. Once familiar with the coding blocks they build simple scripts to create an animated scene.
- Session 2 Once Upon a Time
  In session 2, students begin to create their Techno Tale. Their modern fairy tale will be told by building scripts using coding blocks in Scratch Jr. To gain inspiration they watch an example story and answer questions about the setting, characters, and plot. Next, they complete a planning sheet to organize their ideas. Students then design their first story page. It introduces the problem and shows the hero embarking on a quest to find a solution. Motion and Looks blocks are used to animate the action.
- Session 3 Embark on a Quest
  In session 3, students design another page in their Techno Tale. In this part of the story, the hero embarks on a quest. They travel in search of a special item. The reader will join in the hunt by tapping objects on the page. When the correct location is found, the item will reveal itself. Wait and Repeat blocks are used to control the timing of each action.
- Session 4 Seek Help
  In session 4, students create the third page in their Techno Tale. In this part of the story, the hero seeks help. If-then logic is used to control the animation. Scripts start only when characters bump into one another. This produces a fun sequence of events. First the hero asks for help. Then the helper goes after the villain. Finally, the bad guy does an action to show the problem is solved. To prepare to create this story page, students learn how to display the grid and count steps to direct movement.
- Session 5 Happily Ever After
  In session 5, students animate their final page in their Techno Tale. At the ending of the tale the characters live happily ever after. Broadcasting is used to organize the timing of events. This form of conditional logic directs scripts to start only when a message is received. It is used to trigger characters to do an action to celebrate the problem being solved.
- Session 6 Story Time
  In session 6, students share their Techno Tale. To prepare the project for viewers, a checklist is used to guide revisions. The story is then shown to friends and family. At the end of TechnoTale, the young coders reflect upon the learning experience.

Extension Activities:
Record a Sound, How to Design a Character, Set the Speed, Explore the Kingdom, Design Your Own Quest, Animate with Coded Messages, Connect the Pages

Technology Skills: Programming
Technology Integration: Computer Science, Language Arts, Mathematics, Social Studies, Visual Arts
Software Applications: Scratch Jr

TechnoWhiz

In this course, students jump into the world of coding. They learn how to sequence blocks in Scratch Jr to build simple scripts and loops. The coders design silly scenes, feed a pet monster, explore a magical land, race to the finish line, and more! This fun-filled introduction to programming will spark students' imaginations. Invite curious young minds to become whiz kids!

The technology course has 16 assignments that are divided into 6 Sessions:

- Session 1 Become a Whiz Kid
  In session 1, students become programming whiz kids. Their first assignment is to sequence a series of tasks to learn about the job of a programmer. Next, they open Scratch Jr to investigate the function of many of the tools. By adding Motion blocks to the programming area, they learn how to code a character's movement. Next, they connect blocks together to form a script that sequences actions. Finally, students cause the script to loop. At the end of the session, they combine their coding skills to create a silly scene. It comes to life by combining a colorful background with moving characters.
- Session 2 Count and Code
  In session 2, the programming whiz kids take the Counting Challenge. They learn to direct how many steps a character moves to reach a goal. To start, they solve puzzles to help the cat eat the cake, the dog catch the ball, and the horse reach the barn. Next, they explore how to edit the Motion coding blocks to set the number of steps. Once they have mastered this skill, students build scripts to help characters get home. Can they do it?
- Session 3 Create a Pet Monster Game
  In session 3, the programming whiz kids design a game. They build code that has a player feed a pet monster. To start, they create an opening sequence to attract attention. It has the character talk, grow, shrink, and blink. The action is controlled using the Wait and Repeat blocks. Afterwards, students apply their knowledge to add food to the stage that when clicked moves to the pet monster and then disappears. What does the pet monster like to eat?
- Session 4 Design a Magical Land
  In session 4, the programming whiz kids design an interactive magical land. The game invites players to explore the place to discover surprises. By clicking on objects, they can cause flowers to grow, a sun to spin, or dragons to hop. The speed of the action is controlled to make it happen slow or fast. What amazing things are hidden in the scene?
- Session 5 Race to the Finish
  In session 5, the programming whiz kids build a racing game. Players watch the action and then must select the winner. If they pick correctly, the racer will do a celebration dance. Who will reach the finish line first?
- Session 6 Game Time
  In session 6, the programming whiz kids invite others to play their racing game. Players rate what they liked the most about the activity. Afterwards, the young game designers answer questions about coding the Scratch Jr project.

Extension Activities:
Move a Character Diagonally, Move Around Town Game, Be a Gamer, Edit a Character, Paint a Background, I am a Programmer

Technology Skills: programming
Technology Integration: Computer Science, Mathematics, Language Arts, Social Studies, Visual Arts
Software Applications: Scratch Jr

Helpful Resources

Refer to these helpful resources to learn more about how to use TechnoKids technology courses in your classroom.

FAQ

https://www.technokids.com/our-curriculum/

Support Request

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YouTube

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Contact Information

TechnoKids Inc. offers free curriculum support.
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We want to be your partner in computer education. If you have any comments or questions regarding our instructional materials, please contact our Head Office.

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