

18 Ways to Use ScratchJr.

1. **Number sense** – counting by 1's, 5's and 10's – have students get a character to the other side of the screen. Use the move forward blocks so students can count by 1's, 5's and 10's. Add in up and down motions as a next step.
2. **Story telling** – have students tell a story developing characters and scenes that represent beginning, middle and end. Use a story cube to help students decide on characters and scenes.
3. **Clock's hands** – use the turn right/left blocks to explain the direction of how clock's hands move. Show that 1 turn right = 1/12 of a full turn.
4. **Repeating patterns** – use repetitive blocks (or use a repeat block) to create patterns of movement with characters.
5. **Shapes** – students create and identify shapes.
6. **Size of Objects** – use the grow and shrink blocks to identify/create smaller/bigger objects
7. **Create a sentence** – develop characters in a story that have conversation using complete sentences.
8. **Build a Snowman** – count the circles as you add them (including, eyes and buttons).
9. **Characterization** – use the paint editor to create/edit characters that identify characteristics
10. **Create a rocket ship** – Count back until blast off! Practice counting backwards by creating dialogue blocks that count back from 3, 5, 10, 15, 20.
11. **Identify animals** – have students place animals in scenes that represent that animal's habitat. Students will label characteristics of habitat.
12. **Spelling** – students learn how to name characters and create conversation between characters
13. **Water Cycles** – animate what happens during the water cycle
14. **Life Cycles** – animate what happens during the life cycle of an animal
15. **Animal Characteristics** – using animal characters in ScratchJr., compare and contrast activities of those animals by creating dialogue between the animals.
16. **Create an alphabet book** – Have students create and identify letter characters (upper and lower). Use the sound block to record student voice saying the letter.
17. **Guessing Game** – create games that requires counting the number of characters on a screen and then select the correct number from a list of numbers.
18. **Math Game** – create or have students create sample math questions related to basic counting, subtraction, adding, dividing.

What are some ways you can use ScratchJr.?

Resources

<https://www.scratchjr.org/teach/activities>

<https://www.scratchjr.org/teach/curricula>

<https://www.scratchjr.org/teach/assessments>