



## 2nd Class: Recreating the water cycle using Scratch Jr.

### BACKGROUND

The children are learning about the four main stages of the water cycle.

The teacher decides to use Scratch Jr. to consolidate their learning. Consolidation of learning is undertaken in two stages.

Firstly, the children create the four different scenes (stages) of the water cycle. They record their voices explaining what happens.

For the second stage, they input a series of instructions using Scratch Jr. block-code to visually represent each stage of the cycle, in line with their recordings.

### TASK

The children use Scratch Jr. to recreate the four stages of the water cycle.

To do this, the children work in pairs to create four different scenes (stages of the water cycle) using illustrations found in Scratch Jr. or draw their own if needed, on iPads, and place them in their scenes.

They record their voices explaining what happens at each stage of the water cycle (or scene) using the record block in Scratch Jr.

They then input a series of instructions, using block codes, to visually represent each stage of the cycle, in line with their recordings.



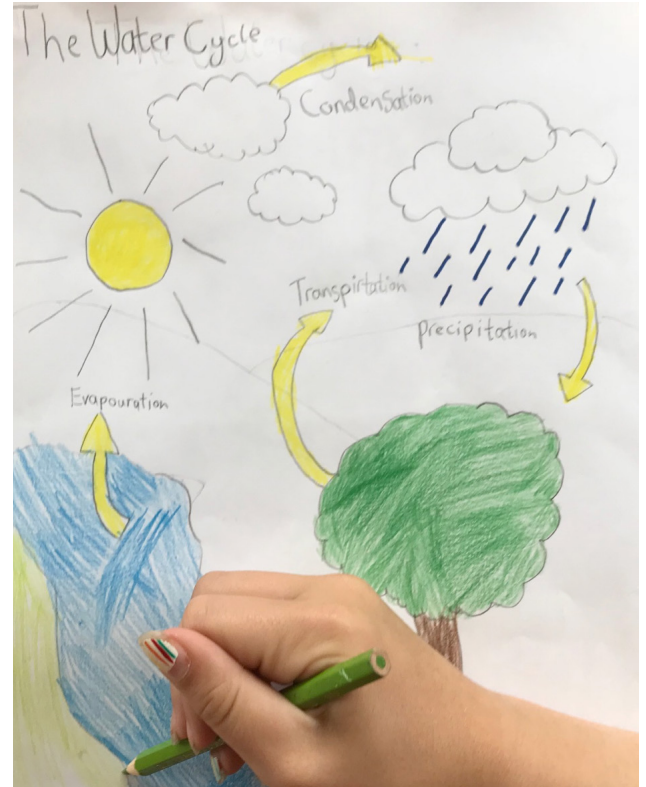
Sample of water cycle code

## CHILDREN'S WORK

They plan and draw out water cycle steps in sequence before attempting to recreate using Scratch Jr. code.

They run their sequences of the water cycle using the play button and debug (change) the code (instructions) they have written if they have any problems playing their final work.

They then demonstrate their completed work to the class.



Sample of water cycle plan