

# 3rd class using Scratch Jr. - Seachtain na Gaeilge

## BACKGROUND

As part of Seachtain na Gaeilge (Irish language week) the children have been asked to link some of their Irish language skills to the coding work they have been doing.

The children have been engaging with a block-based programming language called Scratch Jr. for a few weeks but are still mastering the basic functions of the language.

The children were tasked to design and programme a conversation between two characters speaking in Irish using Scratch Jr. and the iPad.

## TASK

Having spent a few days practicing, interacting and speaking to one another in Irish, the children have been asked to code a simple programme, using Scratch Jr. and an iPad, where two or more characters interact using the Irish language.

They were asked to create a background scene and place two characters at opposite sides of the project screen.

They were then asked to use the Scratch Jr. Block Code, to bring the two characters together in the centre of the screen, create speech bubbles and use the microphone block to record themselves having a brief conversation in Irish.

They were then given time to refine, or tweak, their designs and code if necessary before demonstrating to the class.



Sample of Scratch Jr. code

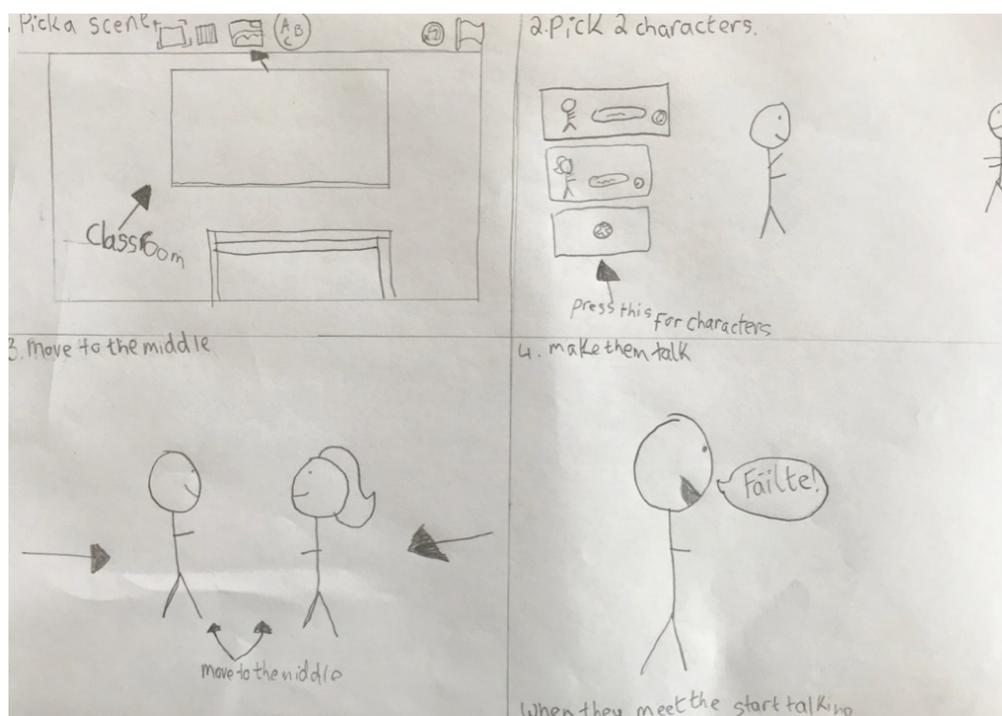
## CHILDREN'S WORK

They were asked to work in pairs and each project was played for the class and the pairs described step by step what they had done.

The children discussed and designed the background and layout of the task on paper first and then used Scratch Jr. to create the final product.

They worked systematically through each step, create background, choose 2 characters, place them in position, bring the characters to the centre of the screen and have conversations.

The children were given time to test their code and share their work with others before showing the class. There was a lot of trial and error involved and plenty of constructive feedback with each other throughout the design process.



Sample of initial plan before coding