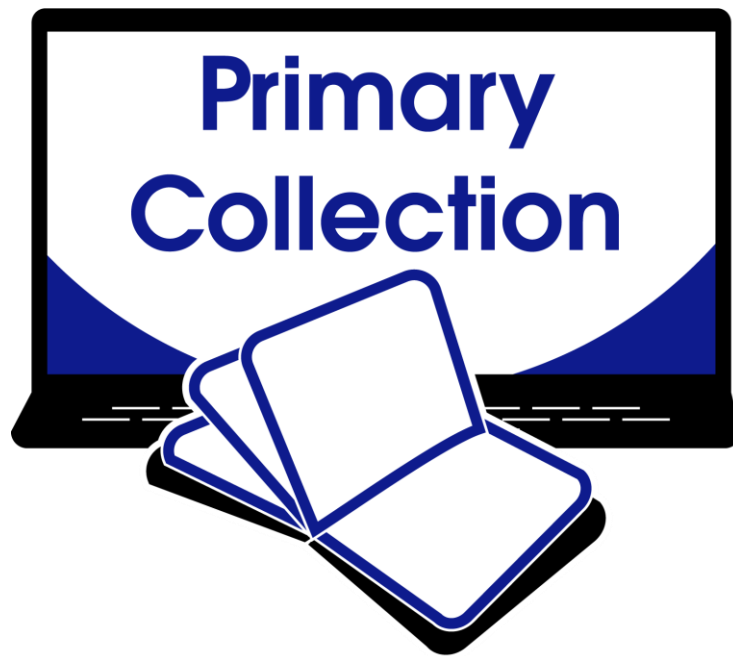




PRIMARY

Curriculum Collection



PROJECT-BASED LESSONS: DIGITAL LITERACY AND STEM ACTIVITIES

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

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Overview

TechnoKids Technology Projects are instructional materials that apply an interdisciplinary, project-based approach to learning. The activities support STEM education. Lessons are designed to achieve both digital literacy and academic curriculum objectives. Technology projects can be integrated into curriculum as a technology course, unit of study, workshop series, or after-school class.

This Overview contains the following:

- About TechnoKids – a description of technology projects, integration, ICT/STEM skills, and the site license
- Tips for Getting Started – helpful information to select a project, use PDF files, and access support
- Technology Projects and Software – an outline that correlates software to projects
- Technology Project Matrix – a recommended sequence for implementing the projects organized by level
- Project Descriptions – a detailed explanation of each project
- Helpful Resources – links to information
- Contact Information – free curriculum support by phone or email

About TechnoKids

What Is a Technology Project?

A technology project is a set of activities that have students create a *project* such as a launching a business venture, promoting a theme park, coding a game, or drafting a budget. Project-based learning is an instructional approach that poses challenging questions or presents real-world, meaningful problems. Students investigate these issues, propose solutions, and design original creations.

A technology project includes a teacher guide, student workbook, and resource files:

- A teacher guide has lesson plans for teacher use. It contains technology integration ideas, preparatory steps, learning objectives, assignments, and answer keys.
- A student workbook is a collection of assignments with illustrated step-by-step instructions for student use.
- Resource files are customizable materials such as templates, sample files, parent letters, certificates, program flashcards, and assessment tools. There are both teacher and student resources.

How Can I Integrate Technology Projects into Curriculum?

TechnoKids Technology Projects include activities that integrate into subject areas such as language arts, mathematics, social studies, visual arts, science, history, geography, computer science, or business studies. Refer to the *Technology Integration Ideas* section in each teacher guide for suggestions. Technology projects correlate to [Common Core Standards](#).

What Technology Skills Do Students Learn?

TechnoKids Technology Projects support STEM education. The lessons teach word processing, spreadsheet, graphic design, presentation, programming, web design, internet, digital literacy, animation, and data management skills. Students gain proficiency in Information Communication and Technology (ICT). Refer to the *Skill Summary* in each teacher guide for learning objectives. Technology projects correlate to [ISTE Standards](#).

What Is a TechnoKids Site License Agreement?

TechnoKids Technology Projects are sold as a site license. A site is a single school or learning center. The site license permits unlimited printing/viewing rights of the teacher guides and student workbooks as well as unlimited transfer of digital files to devices at a given location (site) to authorized users. It prohibits posting files in the public domain. Refer to your [Site License Agreement](#) for further details.

Tips for Getting Started

Start Teaching in 5 Easy Steps

Are you ready to teach a TechnoKids project? [Here's how in 5 easy steps:](#)

- Step 1 Get Your Files
- Step 2 Install a PDF Viewer
- Step 3 View a Project Folder
- Step 4 Refer to Getting Started in the Teacher Guide
- Step 5 Share Resources with Students

How Do I Select a Project to Teach?

There are a wide range of technology projects. Select one that is right for your students:

- **Level** – Match a technology project to its recommended grade level. Technology projects are categorized as Primary (Grades 1-3), Junior (Grades 3-6), Intermediate (Grades 6-9), or Senior (Grades 8-12).
- **Technology Skill** – Choose an option based on the ICT or STEM skills required for your program. Technology projects include activities that teach word processing, spreadsheet, graphic design, presentation, programming, web design, digital citizenship, animation, and data management skills.
- **Subject Area** – Blend technology into curriculum. Create a product that is specific to a subject area such as digital storytelling for language arts, timeline for history, or interactive map for geography.
- **Topic** – Integrate into a current unit of study. Many technology projects are open-ended. This provides an opportunity to blend curriculum content with digital learning tools.
- **Student Interest** – Engage learners. Have them select a technology project that is personally meaningful. Alternatively, the teacher can choose a title, such as TechnoJournal or TechnoSite, that allows students to select a topic of interest.

About TechnoKids PDF Files

Teacher Guides, Student Workbooks, and some resource files are in PDF format. They have been locked against editing but can be printed, viewed, and annotated. Refer to the following tips to get started:

- If you are a Windows user, install [Adobe Acrobat Reader](#).
- If you are a Chromebook user, install a PDF Chrome extension such as KAMI.
- If you do not have install privileges for your device, contact your System Administrator.

About the Student Workbook

The Student Workbook is available in two formats: complete workbook and individual worksheets.

- **Complete Workbook:** This format is designed to be printed double-sided. Place the document in a binder as a reusable class set. Or, print single use copies for each student to follow instructions and answer questions.
- **Individual Worksheets:** This format has each assignment separately. Control the pace of instruction by assigning a worksheet for each class session. Or, challenge students working at a faster pace with optional enrichment activities. Worksheets can be printed or used digitally.

Where Can I Get More Support?

- [Windows Users](#): Learn how to extract files, install Acrobat Adobe Reader, and annotate worksheets.
- [Chromebook Users](#) Learn how to extract files, install a PDF Chrome extension, and annotate worksheets.
- [Google Classroom Users](#) Discover how to create a class, share assignments, grade student work, and more!

Primary Technology Projects and Software

TechnoKids Technology Projects 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 Projects | Scope & Sequence

Primary technology projects 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.	TechnoStories Become an author. Use templates to plan, write, edit, and illustrate stories. Share the books during story time with friends or family.	TechnoMe Design an <i>All About Me</i> slide show. Outline personal information, accomplishments, goals, and interests in a mini biography.	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.
	<i>Paint or Drawings</i> visual arts; graphics and computer fundamentals	<i>Word or Docs</i> language arts; word processing	<i>PowerPoint or Slides</i> social studies; presentation	<i>Scratch Jr</i> 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.	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!	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!	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.
	<i>Paint or Drawings</i> visual arts; graphics, computer fundamentals	<i>PowerPoint or Slides</i> language arts; word processing	<i>Publisher</i> health and nutrition; desktop publishing	<i>Scratch Jr</i> creative writing; coding

Primary Technology Project Descriptions

TechnoBookmaking

In this project, 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 project contains the following assignments:

- Assignment 1 Make a Tiny Picture Book
Publish a mini wordless picture book using an accordion style template and images.
- Assignment 2 Create a Flip Flap Book
Write and illustrate a story using a template that reveals a hidden object behind a flap.
- Assignment 3 Make a Folding Riddle Book
Devise clues to create a riddle book using a template with tabs that unfold to display the answer.
- Assignment 4 Design a Layer Book of Facts
Summarize facts using a template that includes layered headings to classify information.
- Assignment 5 Craft Bookmarks
Express a love of reading by adjusting the object order of text and images to design bookmarks.
- Assignment 6 Send an Invitation or Greeting Card
Design an invitation to a book sharing event or a thank you card for an author.
- Assignment 7 Share Books
Celebrate authorship. Start a book club, lead a bookmaking workshop, or exchange stories.

Extension Activities:

Discover Accordion Style Books, Make Flip Flap Books, Write a Story That Unfolds, Build Fast Fact Books, Publish Story Books, Get Story Ideas, Plan a Story

Technology Skills: Word Processing

Technology Integration: Language Arts

Software Applications: PowerPoint | PowerPoint Online | Slides

TechnoFit

In this project, 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 project 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 project, 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 project contains the following assignments:

- Assignment 1 Become an Art Critic
Examine a sample animated art gallery to spark creativity.
- Assignment 2 Discover Lines
Gain fine motor skills. Experiment with drawing straight, curvy, and jagged lines.
- Assignment 3 Design a Pattern using Lines
Study patterns in common objects. Repeat stylized lines to draw unique artwork.
- Assignment 4 Express Yourself as a Cartoon Face
Create an original character that reveals emotion using lines.
- Assignment 5 Explore Shapes
Experiment with drawing and formatting shapes. Customize color and object order.
- Assignment 6 Construct Animals using Shapes
Combine shapes to build cartoon animals such as a cat, tiger, or bear.
- Assignment 7 Tell a Story
Paint a picture that illustrates a story using shapes and lines.
- Assignment 8 Have Fun with Text
Experiment with text and word art. Format font, size, style, color, and alignment.
- Assignment 9 Make a Picture from Text
Communicate a message by transforming text into artwork using WordArt.
- Assignment 10 Try Recolor and Crop Options
Take risks. Explore recolor and cropping options to format an image.
- Assignment 11 Create Colorful Artwork from Pictures
Convey a personal interest by duplicating images to produce a repetitive design.
- Assignment 12 Save Pictures to use in Art Gallery
Convert artwork made in Google Drawings to picture files.
- Assignment 13 Exhibit Artwork in an Animated Gallery
Frame pictures to showcase artwork in an animated art gallery. Apply transitions between slides.
- Assignment 14 Host a Digital Art Show
Exhibit artwork displayed in a slideshow. Explain artistic choices to an audience.

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 project, 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 project has 16 assignments that are divided into 6 Sessions:

- Session 1 Draw It!
In session 1, students become "techno" painters. They use a digital pencil, eraser, and paint bucket to create artwork.
- Session 2 Type It!
In session 2, students develop basic keyboarding skills. Using the keyboard students type letters into a text box and get creative by formatting text.
- Session 3 Paint It!
In session 3, students gain confidence using digital art tools. They explore paint brushes, calligraphy pens, crayons and markers to create a rainbow of colors.
- Session 4 Shape It!
In session 4, students explore the Shapes gallery. Draw colorful shapes of different sizes using different fills and outlines.
- Session 5 Frame It!
In session 5, students produce an original picture frame. Digital paint tools and shapes are used to create a custom picture frame.
- Session 6 Create It!
In session 6, students are creative artists adding a masterpiece to their unique picture frames. They celebrate their success as "techno" painters with a custom award.

Extension Activities:

Color It, Check It, Finish 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 project, 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 project contains the following assignments:

- Assignment 1 Create a Title Slide
Produce a slideshow using a template. Format font, size, style, and color of text.
- Assignment 2 What Makes You Special?
Construct an informative slide that includes details such as name, age, hometown, and a talent.
- Assignment 3 What are Your Goals?
Set a goal. Illustrate a future career choice using a picture.
- Assignment 4 What do You Like?
Express personal interests. Decorate a flower template with images of likes. Crop a photo.
- Assignment 5 Finish the Slideshow
Apply transitions to divide the action between slides. Complete additional slides if time permits.
- Assignment 6 We are the Same! We are Different!
Present the All About Me slideshow. Pose questions to learn about similarities and differences.
- Assignment 7 Make an Animated Class Album (optional)
Build a sense of community. Assemble an album to display at an Open House or in the classroom.

Extension Activities:

Set Goals, Share Fun Facts, Build a Family Tree, Make a Puzzle from a Picture, Compare Similarities and Differences

Technology Skills: Presentation

Technology Integration: Language Arts, Social Studies

Software Applications: PowerPoint | PowerPoint Online | Slides

TechnoStart

In this project, students have fun learning computer fundamentals. This introduction provides beginners with basic knowledge such as the function of hardware, mouse or touch terminology, and computer rules. By making simple drawings, they develop essential skills. Upon completion, students receive a Computer Operator License.

Note: Assignment titles and sequence vary slightly between the Microsoft and Google versions.



The technology project contains the following assignments:

- Assignment 1 What is a Computer?
Identify devices and describe computer use in daily life.
- Assignment 2 About Parts of the Computer
Distinguish computer parts. Solve computer riddles.
- Assignment 3 Get to Know the Mouse
Define mouse terminology related to common actions.
- Assignment 4 Get to Know Touch Actions
Form a connection between finger movements and computer commands.
- Assignment 5 Practice Using the Mouse or Touch Actions
Play the role of a detective. Find computer parts.
- Assignment 6 About Computer Care
Classify a behavior as a do or don't.
- Assignment 7 Show Good Behavior
Explore the paint program. Follow computer rules and exhibit appropriate conduct.
- Assignment 8 Follow Rules for Printing
Paint a simple picture. Practice printing procedures.
- Assignment 9 About the Keyboard
Locate keys on the keyboard such as the shift key, enter key, and spacebar.
- Assignment 10 Be the Fastest Typist in the World
Draw a text box and type letters. Format the font, font size, font style, and font color.
- Assignment 11 Learn to Left and Right Click
Label left click and right click actions with a mouse or touch device.
- Assignment 12 Left and Right Click to Make a Design (or Edit a Picture)
Create artwork using left click and right click actions.
- Assignment 13 About Saving Your Work
Learn about saving options, naming a file, and avoiding lost work.
- Assignment 14 Follow Rules for Saving
Manipulate digital art tools to produce a picture. Save the file.
- Assignment 15 Open a Saved File and Make Changes
Edit an existing picture to include additional details.
- Assignment 16 Earn a Computer Operator License
Rate ability to identify hardware, perform computer-related tasks, and show responsible behavior.

Extension Activities:

Pick the Computer to Do the Job, Play Computer Spy Game, Label It Input or Output, Sign In and Sign Out of a Device, Keep Your School Safe, Keep Your Files Safe, Make a Copy to Save Time, Pick Print Settings, Zoom In and Zoom Out, Use Save As to Save Time, Clean Up Your Files, Edit Colors

Technical Skills: Graphics, Computer Fundamentals, Word Processing

Technology Integration: Visual Arts

Software Applications: Paint | Drawings

TechnoStories

In this project, 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 project contains the following assignments:

- Assignment 1 Edit My Puppy Story
Transform text in a story to make the words look like their meaning.
- Assignment 2 Illustrate My Day at School
Insert images onto story pages and format the appearance to compose an interesting book.
- Assignment 3 Finish the About Me Story
Apply word processing skills to author a personal story by completing sentence starters.
- Assignment 4 Plan your Story
Organize ideas for an original story using a planning sheet. Use book titles as a source of inspiration.
- Assignment 5 Make a Storybook
Write the beginning, middle, and end of a story using a book template. Illustrate each story page.
- Assignment 6 Complete your Storybook
Proofread the storybook using a checklist. Revise spelling, content, and design.
- Assignment 7 Share your Book at Story Time
Publish the storybook and share it with a teacher, friend, or parent.

Extension Activities:

About the Keyboard, Be a Keyboard Detective, Insert a Saved Photo or Take a Web Cam 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 project, 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 project 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 project, 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 project 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 projects in your classroom.

FAQ

<https://www.technokids.com/store/computer-curriculum.aspx>

Getting Started

<https://www.technokids.com/support/getting-started.aspx>

Google Classroom

<https://www.technokids.com/support/google-classroom.aspx>

Support Request

Complete the support form request:

<https://www.technokids.com/support/support-form.aspx>



Subscribe to our [YouTube channel](#) to receive alerts of new activity.

Contact Information

TechnoKids Inc. offers free curriculum support.

Contact our support staff by email at support@technokids.com or by telephone 1-800-221-7921.

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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