

# Rhyme Time

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Duration: 1 hour

LEVEL	SUBJECTS	PROVINCES / TERRITORIES	TOOL
Grades 1-3	Language Art and Technology	Across Canada	Scratch Jr.

## Overview

Students will use their knowledge of rhyme and Scratch Jr. coding to create their own coding program.

## Prep Work

- Review rhymes
- Create a list of rhymes (anchor chart)
- Students can create their own rhyming dictionaries

## Lesson

1. Give students 10 minutes to freely explore Scratch Jr.
2. Review blocks (see reference guide or learning tips). Blocks can also be printed and displayed.
3. Have students create a new project.
4. Students will create another sprite (character) to go along with Cat.  
<https://www.scratchjr.org/learn/tips/multi-character>
5. Have students rename this character Mat.
6. Tell students that together Cat and Mat are

## Key Coding Concepts

- ✓ Algorithms
- ✓ Events
- ✓ Sequence

## Terminology

**Algorithm:** A step-by-step set of operations to be performed to help solve a problem

**Events:** When one thing causes another thing to happen

**Sequence:** Identifying a series of steps necessary to complete a task.

## Curricular Connections

Language Arts: use knowledge of context, pictures, letters, words, sentences, predictable patterns and rhymes in a

going to practice their rhymes. Every word Cat says, Mat has to say the rhyme.

7. Have students add a background.
8. Add a green flag (trigger block)
9. Make the characters talk (<https://www.scratchjr.org/activities/card09-talk.pdf>) or video explanation (<https://www.youtube.com/watch?v=2HYLZ5-Zb5g>)
10. Have Cat say a word and then Mat respond with the rhyming word.
11. Use motion blocks to have Cat and Mat move to another background.
12. Students will continue having Cat and Mat say rhyming words (each set of rhyming words can be on a new page)

## Assessment

### Checklist:

Student is able to identify the word that rhymes with the original word until they are given the answer.

\_\_\_(Y) \_\_\_ (N) \_\_\_ (with support)

Student is able to work with partner to create Scratch Jr. Game

\_\_\_(Y) \_\_\_ (N) \_\_\_ (with support)

Student is able to use coding elements to create an engaging Scratch Jr Game

\_\_\_(Y) \_\_\_ (N) \_\_\_ (with support)

## Extensions

1. Older students can have their characters use rhyming sentences.
2. Students can use the sound blocks to record their own rap. They can add motion blocks to make their character (sprite) dance to their rap.
3. Have students work in pairs. Each student will be a character and take turns coming up with rhyming sentences to tell a story.

variety of oral, print and other media texts to construct and confirm meaning

Group work: Students will work cooperatively with others in small groups on structured tasks

## References

Scratch Jr Learning Blocks Reference Guide

<https://www.scratchjr.org/learn/blocks>

Blocks to be printed/displayed

<https://www.scratchjr.org/pdfs/blocks.pdf>

Learning Tip

<https://www.scratchjr.org/learn/tips>

Making Scratch characters talk: Scratch Activity Card

(<https://www.scratchjr.org/activities/card09-talk.pdf>)

Video explanation

<https://www.youtube.com/watch?v=2HYLZ5-Zb5g>

Find rhymes

<https://www.rhymezone.com/>