

@CSTANJ

@CS4NJ

#CSPDWeek2026

#CompSciNJ

@csteachersorg



New Jersey CSPDWeek

This material is based upon work supported by the National Science Foundation under Award No. 2607763.

Welcome!

Digital Storytelling with Scratch Jr. PreK-2



This material is based upon work supported by the National Science Foundation under Award No. 2607763.

Please install Scratch Jr. on your device.



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Getting to Know You

Please share with us in the chat:



01 Introduction

Introduce yourself and share what you would like to get out of this PD.

02 Your Grade Levels

What grades do you teach?

03 Experience Level

How familiar are you with Scratch Jr?

Share, Tag, Celebrate!

#CSTANewJersey

#njcspdweek

#CS4NJ

@scratchJr

@scratchJtactile

@JahairaOrtiz11

@k2techieteacher

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Hello! I'm...

Joann Case



 North Hanover TWP School District

 Teacher for 28 Years

 K-4 Technology & PLTW Teacher

 STEMKamp Summer Programs (3-7 grades)



Endeavour Tech



K2techieteacher

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Hello! I'm...

Jahaira Ortiz



Union City Public School District



Teacher for 10 Years



Pre-K & Kindergarten



STEM Summer Programs (Grades PK-4)

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Agenda

01

Scratch Jr.

- What is Scratch Jr.?

02

Digital Storytelling

- Benefits of digital storytelling

03

Cross-Curricular Connections

- Projects & Discussion
- Sample Introductory Lesson
- Practical Ideas for Classroom Use

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Why should we teach coding to elementary school students?

01 Coding teaches children to be logical thinkers and problem solvers.

02 Coding builds confidence and promotes social skills.

03 Coding expands creativity.

04 Coding improves students' academic skills.

05 Programming is a beneficial skill for the future.

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What is Scratch Jr.?

- 01** A **free, child-friendly app** designed specifically for children ages 5–7 to start their coding journey.
- 02** **Interactive stories & games** created easily using simple drag-and-drop block coding.
- 03** **Accessible and engaging** early learning tool designed to fit perfectly for PreK–2 students.



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Benefits of Digital Storytelling

Creativity & Self-Expression

Scratch Jr. empowers young learners to imagine and build their own stories, giving them a creative outlet to express ideas, emotions, and experiences through characters and animation.

Coding & Problem- Solving

Using block-based coding, children develop early computational thinking, logical sequencing, and problem-solving skills in a fun and accessible way.

Language & Narrative Skills

Digital storytelling supports vocabulary growth, sentence structure, and narrative development as children plan, describe, and share their stories with peers and teachers.

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Standard Alignment

ELA Common Core CCSS.ELA-LITERACY.SL.K.2

Confirm reading comprehension by asking and answering questions about oral narratives or media displays.

CSTA Computer Science 1A-AP-08

Model daily processes and linear algorithms, testing sequences using block-based steps.

ISTE Educational Tech Creative Communicator

Express complex concepts or creative narratives through original digital artifacts.

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How Scratch Jr. Supports Storytelling



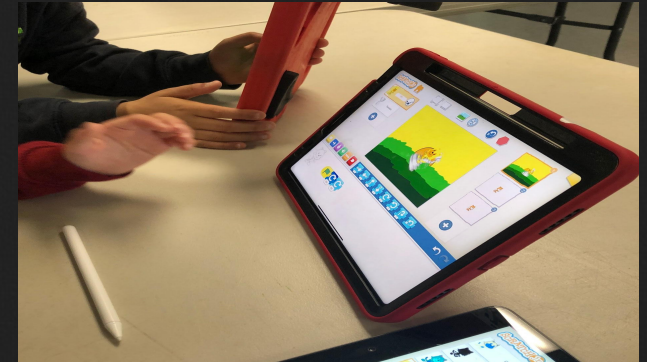
Sequencing

Sequence actions and dialogue using simple drag-and-drop coding blocks.



Character Development

See your characters come alive. Characters can talk, move, and interact to bring stories to life on screen.



Customize Stories

Children combine text, images, and sounds to make each story uniquely their own.

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Scratch Jr. Video Showcase

A development showcase for early childhood programming (ages 5-7)



Key Insight

This inspirational video showcases the development of **Scratch Jr** designed specifically for children ages **5-7**.

Explore how young minds engage with coding, logical thinking, and early programming structures.

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Tinker
Time &
Sharing

Share your
thoughts after
watching the
video

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ScratchJr Story Map

ScratchJr



Character



Draw your **Character(s)** here!

Setting



Draw your **Setting** here!

Draw the Beginning!



Draw the Middle!



Draw the End!



PARTS OF A STORY

 Beginning 



Middle



End



Who are the **characters**?



Describe the **setting**.



PARTS OF A STORY

Page 2: Now, Write Your Story!

BEGINNING



Introduce your characters and setting.
How does your story start?



MIDDLE



What are the key events or the main problem in your story?



END



How does the story finish? Is the problem solved or is there a lesson learned?



MY AWESOME STORY TITLE: _____

Author's Name: _____

Scratch Jr Story Map

Scratch Jr



Character



Draw your **character(s)** and their appearance!



Describe your characters' personalities or roles in a sentence:

Setting



Draw the **main location** and details!



Describe the setting's main features and time period in a sentence:

Draw the Beginning!



Write one sentence summarizing how the story starts:

Draw the Middle!



Write one sentence summarizing the main problem or key event:

Draw the End!



Write one sentence summarizing how the story ends and the problem is resolved:



Th

Coding Blocks

Provide students with tactile coding blocks to bridge abstract learning to the concrete application.



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ScratchJr. Coding Cards

Learn how to use ScratchJr with leveled activities for all learning levels.



Color Coded Activities

- **Purple** - Interface Cards (20)
- **Green** - Unplugged Activities (15)
- **Blue** - Project Cards (40)

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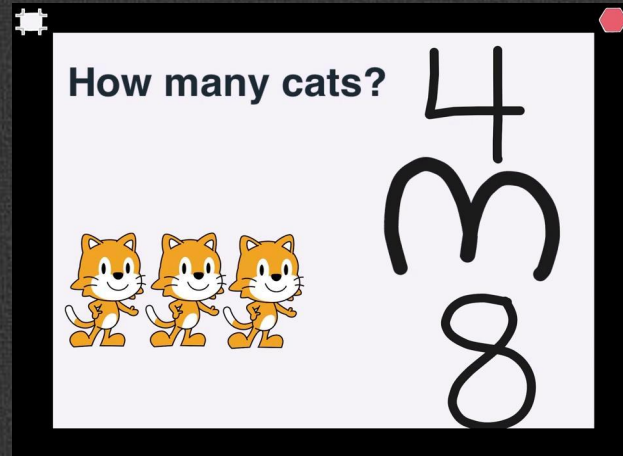
Integrated Projects

Language
Arts



These are sample projects created and posted by BootUp. The purpose of these projects are to provide ideas on how ScratchJr. can be utilized.

Math

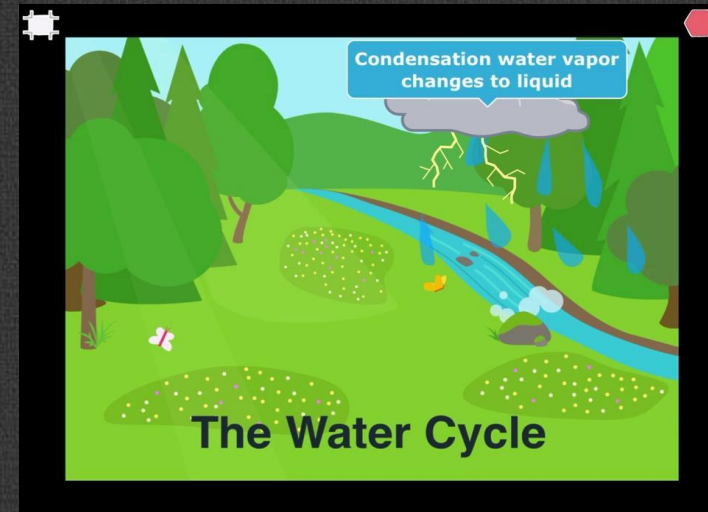
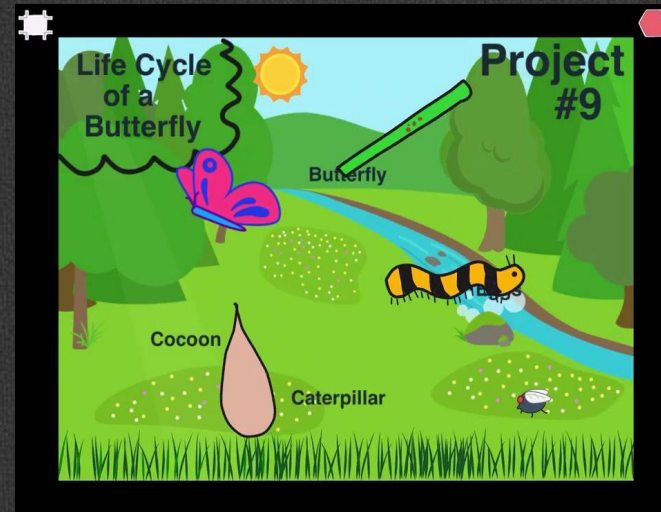


BootUp PD Ideas

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Integrated Projects

Science



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Science



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Content Areas Storytelling



MLK

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Content Areas Storytelling

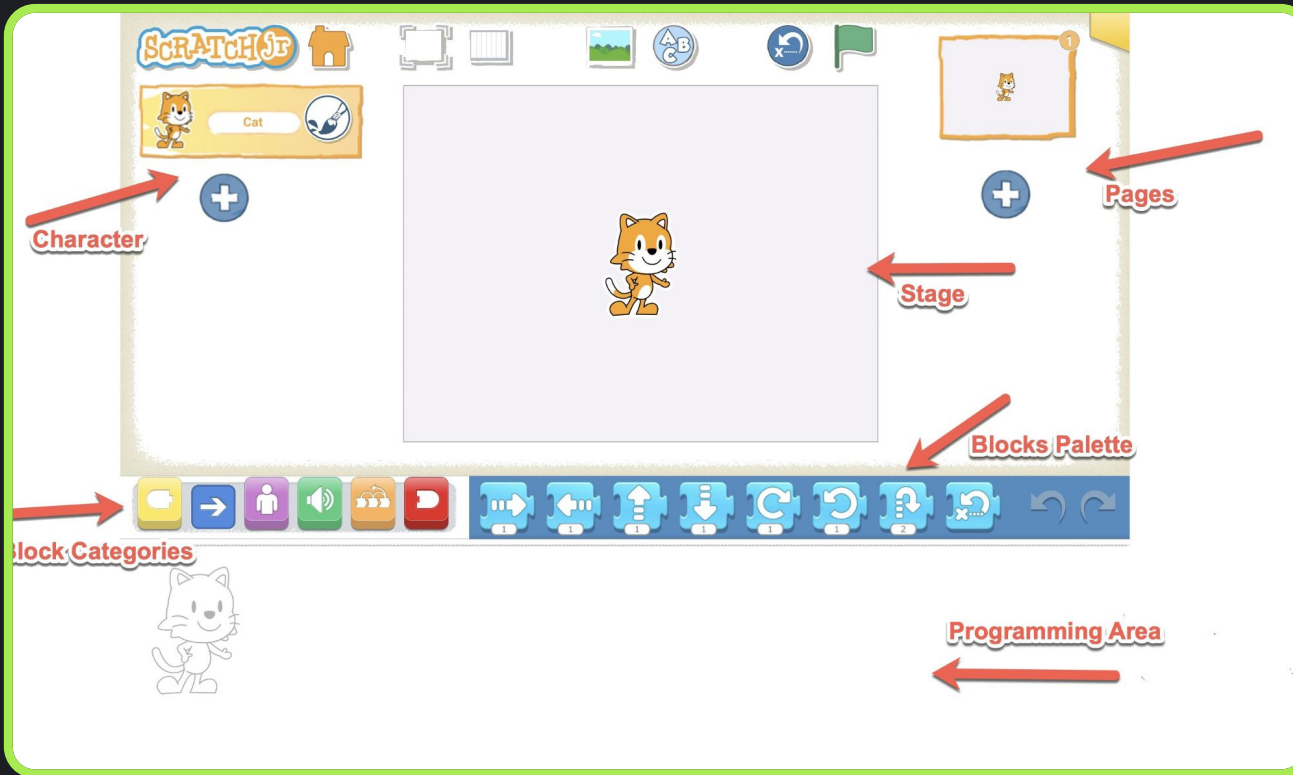


School
Days

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Scratch Jr. Interface

An interactive overview of the creative programming workspace



Key Components

Stage & Pages: Where stories come to life across multiple scenes.

Characters: Choose, customize, or paint the actors of your project.

Programming Area: Snap blocks together to build character scripts.

Palette & Categories: Browse color-coded command blocks.

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Block Names and Functions

A guide to the color-coded programming categories in Scratch Jr.



Triggering Blocks

Pick how to start a program. These events trigger your scripts to run.



Motion Blocks

Move a character.
Controls walking, jumping, turning, and positioning.



Looks Blocks

Change the size, show, hide, or display speech bubbles for a character.



Sounds Blocks

Play a pop sound or easily record your own audio and voice overs.



Control Blocks

Set the timing of an action, pause, change speed, or repeat sequences.



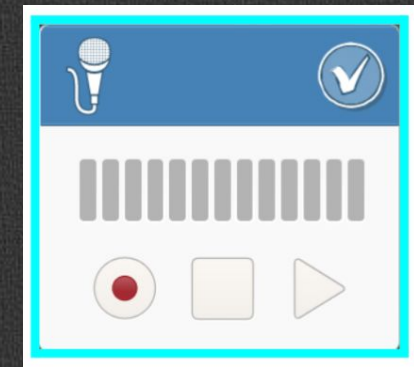
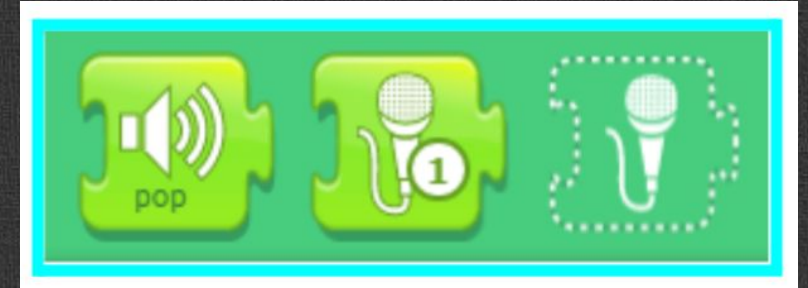
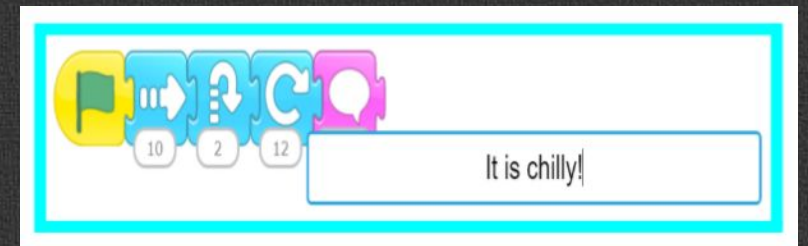
End Blocks

Pick what happens at the end of a script, repeat forever, or change pages.

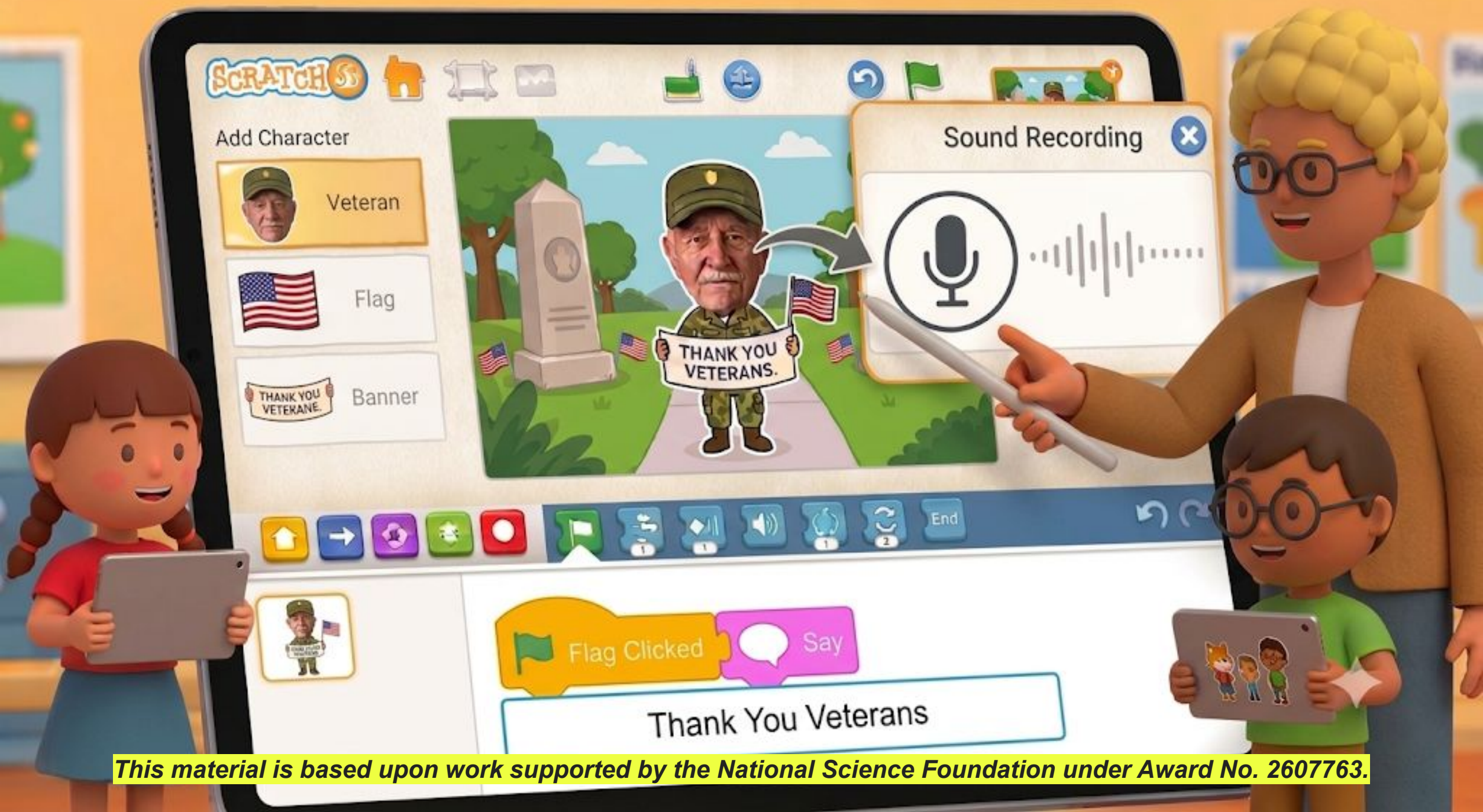
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Say Block and Sounds

Explain that students can use the Say block to add text to speech bubbles to show what the characters say.



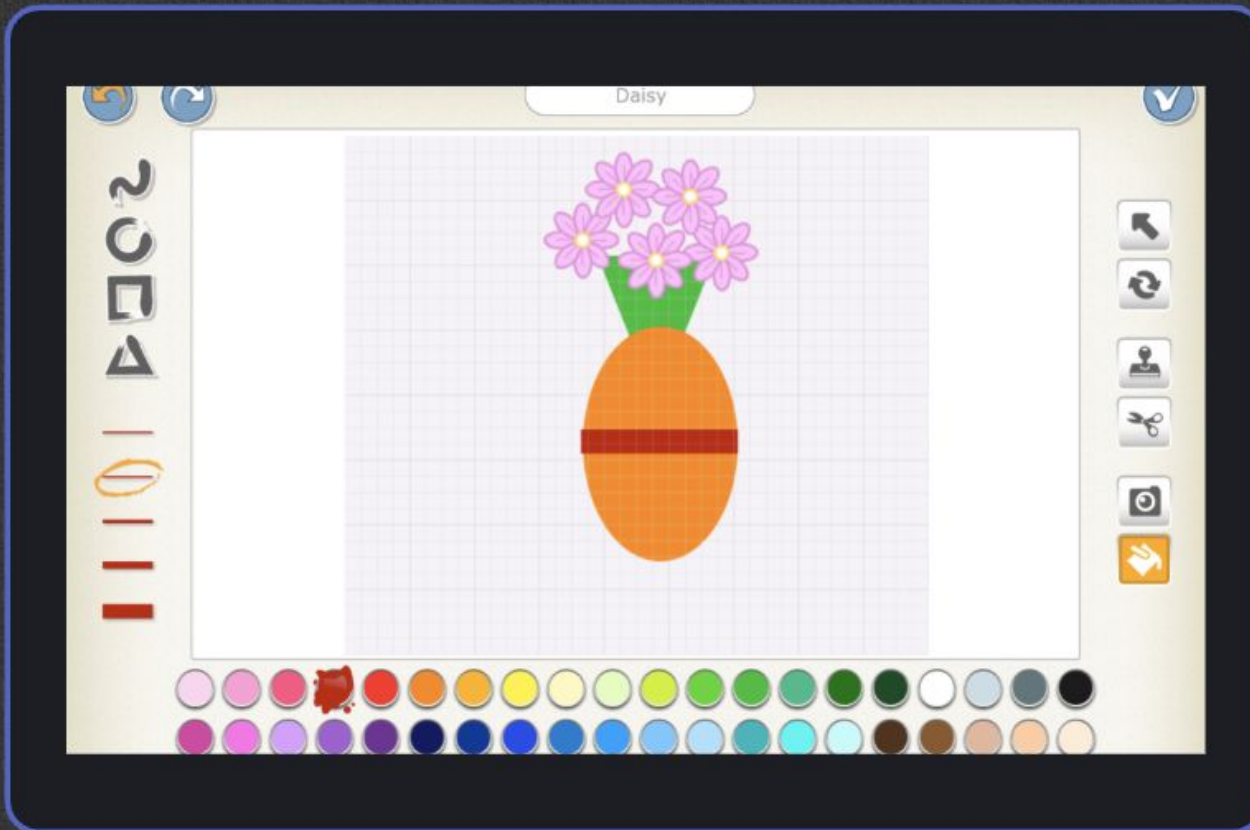
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Paint Editor

Customize characters and backgrounds with drawing tools



Key Features

Drawing Tools: Use the brush, fill, rotate, and cut tools to design.

Color Palette: Select from a wide variety of colors to paint your characters.

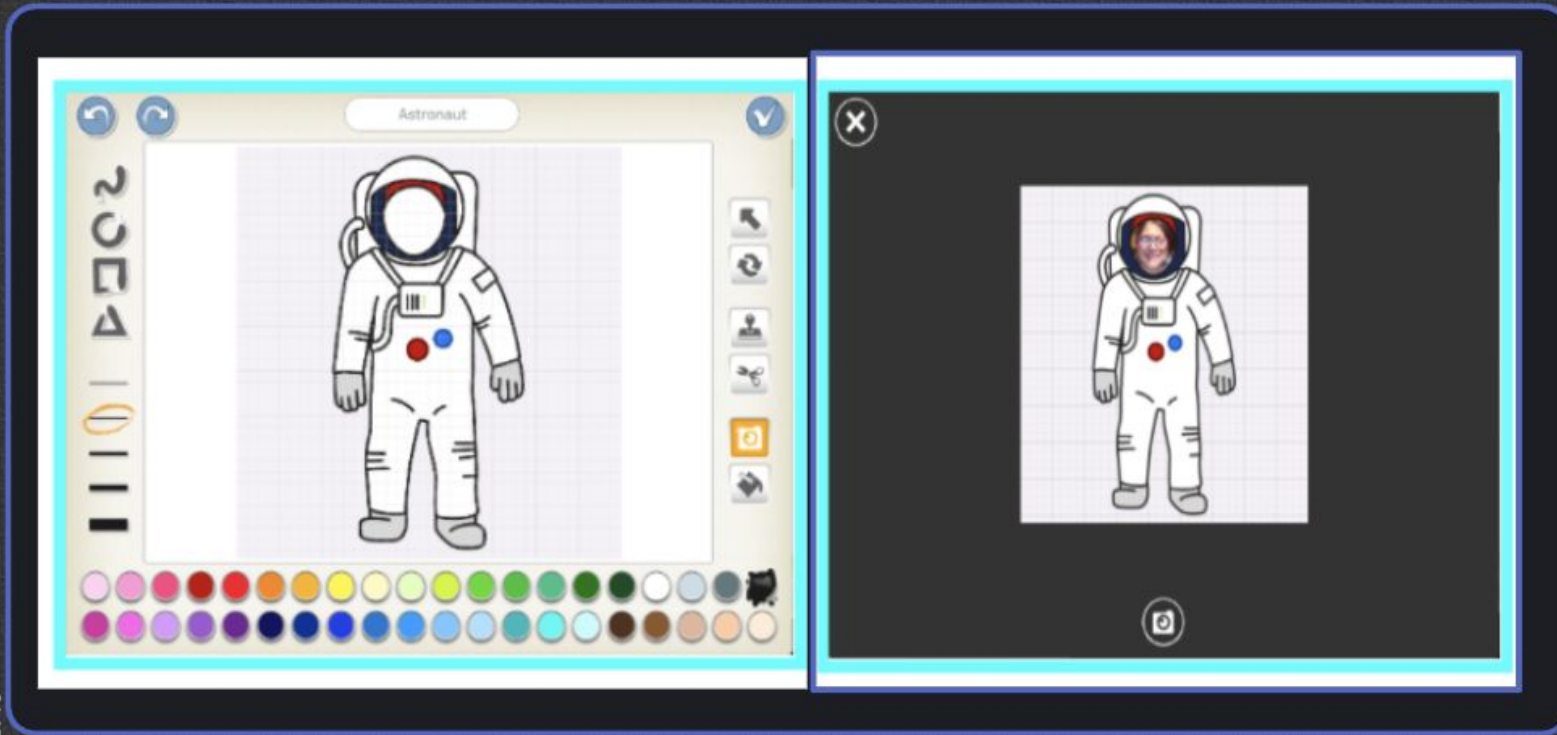
Undo / Redo: Easily reverse changes or redo actions with simple top buttons.

Character Naming: Type in the text box at the top to name your creations.

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The Camera Tool

Students customize characters by adding their own photographs and use them within their projects.



How to Take a Picture of Yourself in Scratch Jr

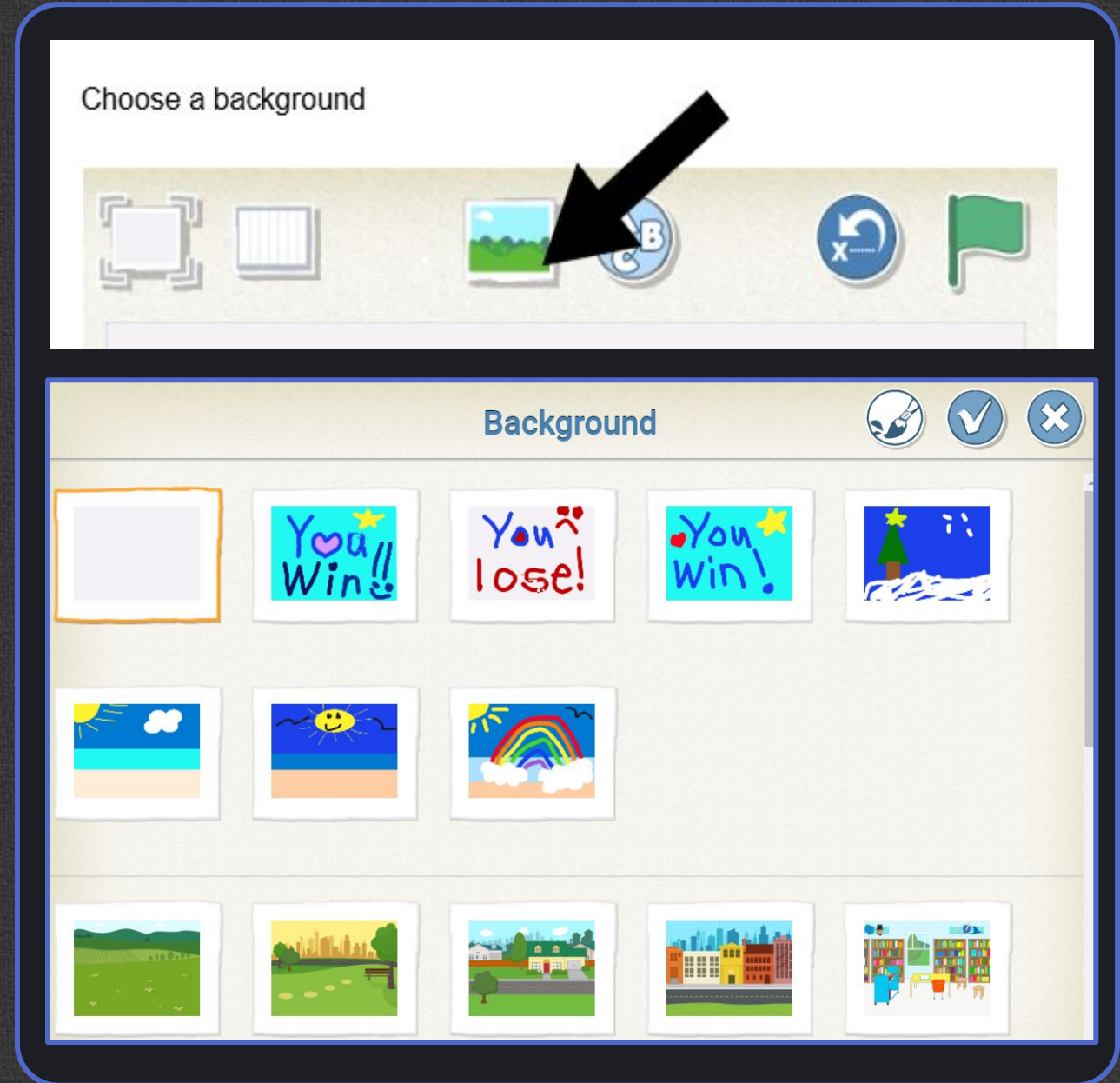
1. Tap the **+** button to add a new character.
2. Tap the **Camera** button. 
3. Hold the tablet so you can see yourself on the screen.
4. Smile and tap the **big circle** to take your picture.
5. If you like your picture, tap the **check mark (✓)** to use it. If you want to try again, tap the **back arrow** and take another picture.
6. Your picture will appear in your project as a new character.
7. Tap your picture, then use the coding blocks to make yourself move, jump, talk, or dance!

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Editing Backgrounds

How to Edit Backgrounds

1. Tap the **Background** button (the picture icon) at the top of your screen.
2. Choose an existing background from the library.
3. Tap the **Paintbrush** button if you want to edit or customize the background.
4. Use the drawing tools in the Paint Editor to paint or change details.
5. Tap the **check mark** (✓) in the top right to apply the background to your page.



Adding Pages

Adding pages helps students tell stories

How to Add Pages in ScratchJr

1. Look at the pages at the top right of your screen.
2. Tap the + (plus) button under the pages.
3. A new blank page will appear.
4. Add a background and characters to your new page.
5. Keep adding pages to tell more of your story!
6. Remember: Each page is like a new page in a book. You can make something different happen on each page!



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Activities - Click Image

AboutLearnTeachOutreachDonate

ActivitiesResourcesScratchJr Connect

Activities

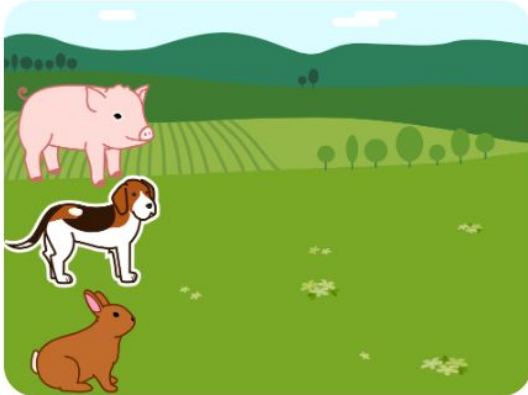
Each of these activities gives you a quick way to learn how to do new things with ScratchJr. They are listed here in order of simplest to hardest, but feel free to play around in any order you'd like! For more information and a brief introduction to ScratchJr see the [Resources page](#).

1. Drive Across the City



Pick a background and a character, and use a motion block to make a car drive across the city... [Read more](#)

2. Run a Race



Use the speed block to speed up or slow down a character... [Read more](#)

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Tips & Hints - Click Image

Tips & Hints

Tips and hints that you might find useful as you explore ScratchJr. For answers to more general questions about ScratchJr, see the [Frequently Asked Questions](#).



Making, Renaming, and Deleting Projects

Learn how to make a new project, rename an existing project, and delete a project. [Watch video](#)



Character Animation using the ScratchJr Blocks

Make a simple script by connecting blocks together. [Watch video](#)



Multiple Characters

Learn how to add characters to your project. [Watch video](#)

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Scratch Jr. Video Tutorial

ScratchJr. Activities Guide



Key Insight

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Create Your Own Story

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All About Me

Create a 3 page “All About Me” story.



01 Page 1 *Introduce Yourself*

Choose a background and character.
Edit the character to look like you.

02 Page 2 *Share about Your Teaching Career*

What grades/content area do you teach?

03 Page 3 *Free Choice*

Share a Fun Fact about Yourself

Share, Tag, Celebrate!

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@scratchJr

@scratchJtactile

@JahairaOrtiz11

@k2techieteacher

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CSTA: New 2026 Standards

Explore the New Guidelines

The Computer Science Teachers Association (CSTA) has updated its standards for 2026.

Access the official interactive portal to browse, search, and implement these new computer science education benchmarks in your PreK-12 curriculum.

Official CSTA Portal

Use the interactive database tool to quickly filter standards by grade band, concept, or keyword.



Interactive Tool

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CSTA: New 2026 Standards

Standards Documents

- **PreK/K Standards**
- **Grade 1 Standards**
- **Grade 2 Standards**
- **Grade 3+ Standards**
 - Locate at the bottom of the CSTA resource page

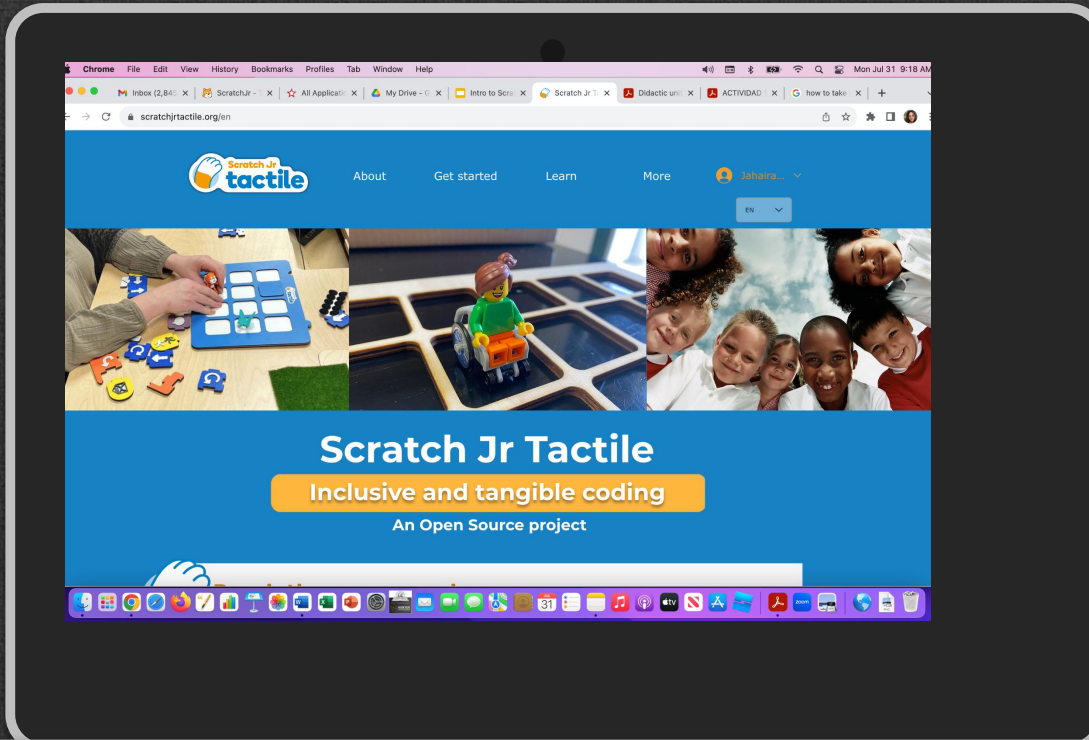
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Additional Resources

- [Large Scratch Blocks](#)
- [STEMinGames Scratch Jr Coding Lessons Playlist](#)
- [ScratchJr Activities Guide](#)
- [ScratchJr. K-2 Lesson Plans and Resources](#)
- [ScratchJr Coding Curriculum for Emergent Readers](#)
- [Make an Interactive Book Video](#)
- [Sample Introductory Lesson Plan](#)
- For Free CS Materials -
 - Join the [Civil Air Patrol](#) and become an Aerospace Education Member (AEM)

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Scratch Jr. Tactile



Scratch Jr Tactile is a new inclusive educational resource that allows students to play and learn, or learn by playing, while developing computational thinking skills that are very necessary for society today.

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Survey



Requirements

After Each Session

Please complete the feedback survey after you finish each session.

End of the Day

Complete one final survey at the end of the day to ensure you receive your **STIPEND**.



With Gratitude

Thank You!

Thank you for choosing CS in your classrooms and dedicating your effort to computational thinking!

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Thank you!

Do you have any questions?



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