

Modeh Ani

Teacher Workbook



Your students will make:

A game on Scratch Jr showing what they are thankful for

Equipment you will need:

- iPads or tablets
- Scratch Jr app
- Example project created by the teacher before the lesson

Time needed:

1 - 2 lessons

Your students will learn:

In this lesson, your students will learn how to create their own sprites in Scratch Jr. They will also learn how to use the **event** blocks to start their code and the say blocks to make each sprite speak. Some of the students will be able to **debug** any problems within the code without help.

Once they've coded the first one or two sprites, most of the students will be able to repeat the pattern with little or no help.

Coding concepts and computational thinking:

Events: An event tells the program how it is going to start. This could be by clicking the green flag, tapping on a specific key on the keyboard or clicking on a sprite.

Algorithm: A list of steps to follow in order to complete a task

Debug: Finding and fixing problems in the algorithm

Lesson:

Introduction:

Start by showing your students the example project that you created before the lesson.

Explain that they will mostly be using two blocks, the yellow **Event** blocks and the purple

Looks blocks (while these block menus don't have names at the moment, once they move on to Scratch these are the terms they will be using).

Modeh Ani is a prayer that is said every morning as we wake up. It thanks Hashem for returning our soul to us so that we can live another day.

By the end of this unit, students should be able to use logical reasoning to explain how their algorithm (code) works. They should also be able to, with help, debug any issues within their code.

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Part One:

At the beginning it is good to look at Modeh Ani in more detail and to come up with a list of what the students are thankful for. This will help them when making their game as they will already know what they want to include.

Part Two:

Students should be in pairs to follow the **student workbook** to create their Modeh Ani games. This should take 1 - 2 lessons to complete depending on the coding level of the students.

Depending on the reading level of the students, they should be able to work through this independently and the teacher should be available for support and guidance.