

Lesson Topic: Trickster Tales

<https://docs.google.com/presentation/d/e/2PACX-1vSmXvtFRFAx8rUGaJKUPmFp6XAwYgZJJB1vtn0w89VT0hciNe007qclgoB12EnJRSLZrfZeq4hbtoL4/pub?start=false&loop=false&delayms=3000>

Grade Level: *Second*

Subject Area(s): *Computer Science, Language Arts, Social Studies*

Lesson Description (Abstract): *Students learn about trickster tales in different cultures, then learn about how algorithms tell a story using ScratchJr.*

Learning goals/outcomes: *Students will:*

- *Use algorithms to create their own trickster tale and produce using ScratchJr.*

Wyoming Standards:

Computer Science: 2.APA.01, 2.AP.V.01, 2.AP.C.01, 2.AP.M.01, 2.AP.PD.01

Social Studies: SS2.2.2

Language Arts: RL2.2, RL2.10, SL2.5

Technology

Materials: *ScratchJr*

Vocabulary

Decompose: break a problem down into smaller pieces

Sequence: a set of instructions that follow one another in order

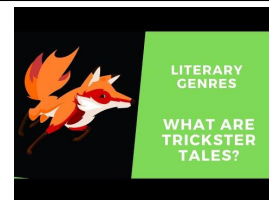
Algorithm: detailed, step-by-step process followed in order to accomplish a specific task or to solve a specific problem.

Program: an algorithm that has been coded into something that can be run by a machine.

Event: an action that causes something to happen



Activity What is a Trickster Tale?


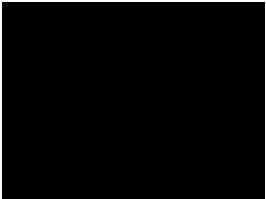
- Introduce the concept of a Trickster Tale. Share [the video](#)
- The video refers to different tales from different cultures. Watch the videos below and discuss similarities and differences



- **India:** [Monkey](#)



<ul style="list-style-type: none"> • India: Zomo the Rabbit 	
<ul style="list-style-type: none"> • American Southwest: Coyote 	
<p>Trickster Characteristics--using the provided organizer, have students list the characteristics of each trickster. Draw their attention to the similarities and the differences of each.</p>	

<h3>Activity Trickster Tales in ScratchJr</h3>	
<p>It is the assumption that students have been working in ScratchJr.</p>	
<p>Play the Raven tale for the class.</p>	
<p>Play the tale in ScratchJr for the class.</p> <ul style="list-style-type: none"> • Discuss the tale (video linked for your viewing). • What actions do they notice? • What is the code that makes the tale work? • Get a copy of the program *slide 4 has purposefully been left incomplete. Create the algorithm for the slide using the blocks. 	
<p>Walk students through the 4 scenes and discuss the role sequence plays in retelling a tale. Talk about why they think each scene was selected to retell? Discuss what happens at each scene. Decompose the events during each scene.</p>	
<p>Algorithm--Review algorithms with students. Go through each scene and identify the algorithm. With students, write the algorithm for each scene using words and/or pictures.</p>	
<p>Select another tale from the 3 examples provided. Watch the tale and have students identify 4 scenes they could retell. Break students into groups and “give” them each a scene to write steps to using pictures and/or words.</p>	
<p>Regroup the class and “build” the 4 scenes as a group. Use temporary characters to demonstrate how each scene flows through the program. Discuss the transitions needed to move from scene to scene and use events/messages to play between characters.</p>	

Activity Write Your Own Trickster Tale

Students will write their own trickster tale using the graphic organizer [found here](#).

Provide students with an example and work through the graphic organizer to demonstrate how to create a trickster tale of their own. Create a tale as a class to ensure they know how to write their plan.

Activity Transform Your Trickster Tale to ScratchJr

Students will transform their tale into a ScratchJr program

Use the [graphic organizer](#) attached or provide one of your own.

Students will decompose their tale into 4 scenes.

Students will animate their tale using action and voice or text.

Students may need assistance as they work through this as they typically have big ideas.

Trickster Characteristics

List the characteristics of each trickster



Monkey



Zomo the Rabbit



Coyote

Trickster Tale Graphic Organizer

Problem that the trickster has or is helping another character solve?

Characters	Characteristics
Trickster:	
Character:	

Setting

How the problem is solved?

Trickster Tale ScratchJr Program Plan

First

Second

Third

Fourth