Review of lessons in Code.org

Teacher Profile			
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Lesson Information			
Title of Lesson	The students will choose which lesson they wish to work on.		
Content Area	Computer Science	**Lesson Plan**	Review
Standard(s)	CSTA K-12 Computer Science Standards (2017) AP - Algorithms & Programming **1A-AP-09** - Model the way programs store and manipulate data by using numbers or other symbols to represent information. **1A-AP-11** - Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.		
Essential Question	What is an input, ouput, processor, and memory of a computer?		
Learning Target(s) KNOW	## Objectives Students will be able to: •Create a computer program using blockly •Identify actions that correlate to input events. •Share a creative artifact with other students.		
Success Criteria SHOW	The students will be able to log into their computers and their code.org account. Then they will be able to work through their mazes. .		

Vocabulary	Vocabulary
	•Event - An action that causes something to happen.
Notes	## Overview Course A offers a computer science curriculum for beginning readers, including Kindergarten students. Students will learn to program using commands like loops and events. The lessons featured in this course also teach students to meaningfully collaborate with others, investigate different problem-solving techniques, persist in the face of challenging tasks, and learn about internet safety.