

Review of all lessons in Course B & Typing.com

Teacher Profile			
Name	Danise Pierce	Date	05-15-2023
Email Address	dpierce@toltecscsd.org	School Site	TES

Lesson Information			
Title of Lesson	Review all of the lessons offered in Course B		
Content Area	Computer Science	Lesson Plan	
Standard(s)	CSTA K-12 Computer Science Standards (2017) 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	How can we make input events and use them in our program?		
Learning Target(s) KNOW	<p>Objectives</p> <p>Students will be able to:</p> <ul style="list-style-type: none"> •Create an animated, interactive story using sequences and event-handlers. •Identify actions that correlate to input events. •Share a creative artifact with other students. •Work any puzzel offered in Course B •Practice their typing skills in Typing.com 		

Success Criteria SHOW	The students will begin the simple algorithm to make the sprite move through the puzzle.
Vocabulary	
Notes	<p>Overview</p> <p>Course B (2022)</p> <p>We developed Course B with first graders in mind. While the concepts in Course B parallel those in Course A, students learn more sophisticated unplugged activities and work through a greater variety of puzzles. Students will learn the basics of programming, collaboration techniques, investigation and critical thinking skills, persistence in the face of difficulty, and internet safety. At the end of this course, students create games in the Play Lab programming environment.</p>