

All of course E and Typing.com

Teacher Profile			
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Lesson Information			
Title of Lesson	All lessons are open in course E		
Content Area	Computer Science	Lesson Plan	
Standard(s)	<p>CSTA K-12 Computer Science Standards (2017)</p> <p>1B-AP-08 - Compare and refine multiple algorithms for the same task and determine which is the most appropriate.</p> <p>1B-AP-11 - Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.</p>		
Essential Question	What are functions and how do we use them in our code?		
Learning Target(s) KNOW	<p>Objectives</p> <p>Students will be able to:</p> <ul style="list-style-type: none">• Use functions to simplify complex programs.• Use pre-determined functions to complete commonly repeated tasks.• Learn the keyboard layout		
Success Criteria SHOW	The student will be able to work through the code.org online puzzles.		

Vocabulary	<h2>Vocabulary</h2> <ul style="list-style-type: none">•Call a Function - Using the name of the function to tell the computer to run the code written in the function.•Declare a Function - Fill in a function with code and give the function a name.•Function - A piece of code that you can call over and over again.
Notes	<h2>Course E (2022)</h2> <p>Version 2022</p> <p>We created Course E for students in fourth grade. The course begins with an introduction to the Sprite Lab programming tool. Students will learn to make fun, interactive projects that reinforce what they'll learn about online safety. Following these lessons, students will engage in more complex coding. Students will learn about nested loops, functions, and conditionals. By the end of the course, students will combine these concepts to solve challenging puzzles. The course ends with an open-ended project where students create a game or drawing.</p>