

# Lesson 10: Mini-Project - Captioned Scenes

Teacher Profile			
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Lesson Information			
<b>Title of Lesson</b>	Lesson 10: Mini-Project - Captioned Scenes		
<b>Content Area</b>	Computer Science	<b>Lesson Plan</b>	6-Lesson-10-Mini-Project-Captioned-Scenes.pdf
<b>Standard(s)</b>	CSTA K-12 Computer Science Standards (2017) AP - Algorithms & Programming 2-AP-11 - Create clearly named variables that represent different data types and perform operations on their values. 2-AP-13 - Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs. 2-AP-17 - Systematically test and refine programs using a range of test cases. 2-AP-19 - Document programs in order to make them easier to follow, test, and debug.		
<b>Essential Question</b>	Question of the Day: How can we use text to improve our scenes and animations?		
<b>Learning Target(s) KNOW</b>	<b>Objectives</b> Students will be able to: <ul style="list-style-type: none"><li>•Use a structured process to plan and develop a program.</li></ul>		
<b>Success Criteria SHOW</b>	The students will work through the online puzzles.		

<b>Vocabulary</b>	Text – writings the creator produces on the program for the user to read
<b>Notes</b>	<p><b>Overview</b></p> <p>Question of the Day: How can we use Game Lab to express our creativity?</p> <p>After a quick review of the code they have learned so far, students are introduced to their first creative project of the unit. Using the problem-solving process as a model, students define the scene that they want to create, prepare by thinking of the different code they will need, try their plan in Game Lab, then reflect on what they have created. They also have a chance to share their creations with their peers.</p>