**Materials:** Whiteboard and 3 different colored markers

**Lesson Plan:**

New vocabulary:

Event: An action that causes something to happen

Examples: Raising your hand when you know the answer to a question in class, pressing “start” on a microwave, pressing the power button on your tv’s remote control. Ask the class to think of more examples.

Draw a rectangle on the board, and draw 3 different shapes in 3 different colors (For example, a green square, a blue circle, and a pink star.) Then, decide with the class what each button does. For example, the green square could make everyone say “Yay!”, the blue circle could make everyone laugh, and the pink star could make everyone clap. Practice tapping the different buttons and having the class react.

Then, have the students count to 20 while you press the buttons and interrupt them. Then, have then sing a song like “Old Macdonald” or “Let it Go” while you press buttons and interrupt.

Explain how this works in programming: When an event happens, it can interrupt what is happening already in the program. Underscore the different between actions that are event-driven and actions that are guided by a step-by-step plan.