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| Time | Activity | Details |
| 25 min | Introduction and setup | Icebreaker: “Guess Who”  Setup temporary google accounts; Get logged into App Inventor. |
| 15 min | Lab 2: Digital Doodle | **Work through the “Digital Doodle” Lab**  First time working with the tablets, making sure they treat them well |
| 45 min | Lesson 2: Block Language Control Structure – If Statements | **1. Basic If-Then**  Follow-along with two examples  **2. If-Then-Else**  Follow-along with two examples  **3. Else-If**  Follow-along with two examples |
| 15 min | Snack Break | Snack and stretching break |
| 45 min | Lesson 3: Block Language Control Structure - Loops | **1. Loops Introduction**  Creating a first loop, Follow-Along with two examples  ***Interlude: Water and Stretching break***  **2. While loops vs. For Loops**  Lesson, then example on board.  Students show work – prove they know the difference |
| 35 min | Lab 3: Paint-Pot – Event Handlers | **1. PaintPot Tutorial Video**  **2. Walk Through PaintPot together**  Working along with the class on the board on HelloCodi app |

Topics: Control Structures, Drawing Canvas, Arrangement, Event Handlers

**Extensions:**

Start MoleMash – Clock, Image Sprites