



Elementary Institute of Science

Instructor's Activity Report

Instructor: Eason Chang

Class: Computer Science

Week #: 2

Materials:

- Beginner Java Code with Code.org (Angry Bird Maze & Minecraft Hour of Code)

Topic and Learning Objective:

- Learning about debugging from using Code.org Angry Bird Maze exercises with 15 puzzle activities. As well as moving the Minecraft character toward designated positions to complete tasks.

Describe the activity in detail and how it will work toward an understanding of the learning objective:

- Throughout the activity, students will be able to use building blocks to move their angry bird character towards the green pig. They are given a set of blocks but they will realize these blocks given will not achieve their final goal. This is when debugging comes in. Students need to be able to understand what the current code does, be able to identify what is wrong, and create a working solution.

How will you conclude the lesson to enforce the learning objective:

- I will conclude the lessons with a short lecture explaining to them what computer science skills and terms they learned today, and show them a demo of my own project, showing them what they could do with the knowledge they learned today.

What science process skills will this lesson exercise?

- The science process skills learned in this exercise would be experimenting. Each student is presented with puzzles half solved, and given all the blocks they need to modify the given code to come to a correct solution.

Safety precautions: None. Activities are safe.

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