



Elementary Institute of Science

Instructor's Activity Report

Instructor: Eason Chang

Class: Computer Science

Week #: 3

Materials:

- Beginner Java Code with Code.org (Angry Bird Maze & Art Puzzles)

Topic and Learning Objective:

- Learning about Nested Loops from using Code.org Angry Bird Maze exercises with 20 puzzle activities.
- Learning about Nested Loops, loop within a loop (<https://studio.code.org/s/course2/stage/19/puzzle/1>)
- Learn about while loops, for loops (<https://studio.code.org/s/course3/stage/12/puzzle/2>)

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 character towards the goal for a correct answer. This week students will be learning how to have multiple loops. Having a loop within a loop is needed at many occasions to complete difficult tasks. Also learn about different types of loops and when to use each for maximum efficiency.

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.