



Elementary Institute of Science

Instructor's Activity Report

Instructor: Eason Chang

Class: Computer Science

Week #: 1

Materials:

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

Topic and Learning Objective:

- Learning about method callings 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. And these building blocks students are using are actually lines of code. It is a good way to learn sequence of codes, meaning which line of code executes first and eventually understand each line of code used when connecting the block is called method calling.

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 to solve, and given all the blocks they need to complete the tasks.

Safety precautions: None. Activities are safe.

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