



Elementary Institute of Science

Instructor's Activity Report

Instructor: Eason Chang

Class: Computer Science

Week #: 6

Materials:

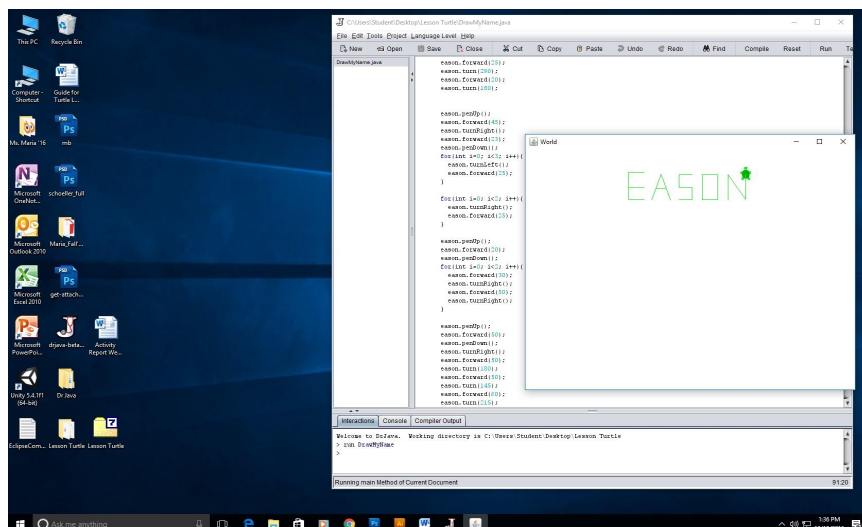
- Dr. Java, Learning about the integrated development environment.
- Calling Java Methods/Functions.

Topic and Learning Objective:

- Learning to use simple methods to move around a Turtle to write student's names.

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 about the difference and functionality of different methods provided. They will continue the turtle project of last week because this is a time extensive project. They will learn about methods to move around their turtles, with the final goal is to draw teir names on the canvas.



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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.