Elementary Institute of Science

Instructor's Activity Report

Instructor: Eason Chang   Class: Computer Science   Week #: 5

Materials:

- Dr. Java, Learning about the integrated development environment.
- Compiling Code and Running

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 use real code to manipulate the virtual turtle. Using the path this turtle walks to draw out their name. This week we will write actual code in an integrated development environment.

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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