

CONDITIONALS

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OBJECTIVE

I can design a program
using conditionals

LESSON STEPS

- REAL WORLD HOOK
 - OFFLINE DEMO
 - Magic eight ball
 - Weather conditions+grouping
 - scaffold (kinesthetic)
 - iphone feature
 - LEARNING ACTIVITY
 - Pseudocode
- OR
- Flow chart (Sequencing, selection, iteration)
 - Scaffold: flowcharting site; choice for how to collaborate (digitally, whiteboards, that site, etc.)
- ASSESSMENT
 - If/then adventure
 - Scaffold: provide settings, characters, plot (intro→climax→ending)
- CLOSURE
 - Share out
 - Feedback
 - Sticker check in

STRATEGIES TO IMPLEMENT, draft

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- Offline activities to convey the concept
- Real world connection
- Frequent and intentional demos/share outs