Lesson Name	Museum Ticket Generator Live Code + Practice	Date	
Grade level	10-12, introductory CS class	Unit	conditionals
Main Objectives	<ul> <li>Practice using conditional statements</li> <li>Introduce subgoal labeling to help problem solve</li> <li>Live code with meta-notes to helps students understand the coding process</li> </ul>		
Standards	<ul> <li>Digital Fluency and CS Standards</li> <li>● 9-12.CT.8: Develop a program that effectively uses control structures in order to create a computer program for practical intent, personal expression, or to address a societal issue.</li> <li>AP CSP Standards</li> <li>● AAP-2.H.1: Conditional statements, or "if-statements," affect the sequential flow of control by executing different statements based on the value of a Boolean expression</li> </ul>		
Part of Lesson	Activity/Objectives		Materials
Do-Now (10 min)	Practice problems using conditional     on edabit	ıls	Computer Internet https://edabit.com/ collection/ne4orzPY MjrTsMcYr
Student Work Time (10 min)	Subgoal labeling  • Teacher introduces task of Museum Ticket Generator  • Introduces concept of subgoal labe  • Asks students to subgoal label for minutes quietly, encouraging diagramming  • Asks students to check with a part	5	Computer Notebook internet
	There beddened to eneem when a part	ner.	

Student Work Time (30 min)	<ul> <li>Student work time to implement the subgoals into pseudo code</li> <li>Turn pseudo code into live code</li> <li>During this time, teacher circulates to help students troubleshoots providing scrap paper and duckies as needed.</li> </ul>	Computer Notebook internet
Teacher Demo (10 min)	Live Coding  • Teacher demonstrates coding as shown below, live coding notes in actual file and below.  • Making sure to pause for student questions  • Making sure to make note of any troubleshooting technique to use	Computer Notebook internet
HW	Finish museum ticket generator	

Finished desired student output: Museum Ticket Generator as stated by the rubric attached on github

```
Finished desired code:
HTMI.-----
<!DOCTYPE html>
<html lang="en" dir="ltr">
 <head>
   <meta charset="utf-8">
   <title>Museum Ticket Generator</title>
   <link rel="stylesheet" href="styles.css">
   <script src='brain.js'></script>
 </head>
 <body>
   <h1>Museum Ticket Generator</h1>
   <img src="blathers.png" alt="blathers' museum" id ='logo'>
   Enter your information to get your ticket.
   Enter the day of the week:
   <select id="dayDropDown">
     <option value="mon">Monday</option>
     <option value="tue">Tuesday</option>
     <option value="wed">Wednesday</option>
     <option value="thurs">Thursday</option>
     <option value="fri">Friday</option>
     <option value="sat">Saturday</option>
     <option value="sun">Sunday</option>
   </select>
   <br>
   <br>
   Enter your age:
```

```
<input type="number" id='age'>
   <br>
   <br>
   Coupon code:
   <input type="text" id='coupon'>
   <br>
   <br>
   <button type="button" id="submit" onclick="getTixPrice()">Submit</button>
   price is...
   <img src="ticket.png" alt="ticket" id='ticket'>
 </body>
</html>
JAVASCRIPT-----
function getTixPrice(){
 var day = document.getElementById('dayDropDown').value;
 //what does document.getElementById() mean?
 //what goes in the parentheses?
 //where is that ID stated?
 var age = document.getElementById('age').value;
 //what does value mean?
 var discount = document.getElementById('coupon').value;
 //what am i accessing
 if (day == 'mon' || age <= 5 || age >= 65 || discount == 'TIX5') { //how does this
conditional work? how else could i implement this?
   document.getElementById('result').innerHTML = 'Price is $5';
   //why did the innerHTML change from value?
 }
 else {
   document.getElementById('result').innerHTML = 'Price is $10';
 }
}
Supporting Material:
See github
```