Lesson Name	Rubber Duck Programming + Intro to HTML	Date	
Grade level	10-12, introductory CS class	Unit	Introductions
Main Objectives	Familiarize students with HTML DOM elementsModel Rubber Duck Programming		
Standards	Digital Fluency and CS Standards • 9-12.DL.2: Communicate and work collaboratively with others using digital tools to support individual learning and contribute to the learning of others. AP CSP Standards • CRD-2.F: Design a program and its user interface Main pedagogical technique: Rubber Duck Programming		
Part of Lesson	Activity/Objectives		Materials
Intro (5 min)	 Pose student with question: What of you do to help you troubleshoot? Create a student developed list of techniques and format into anchor chart 		Whiteboard Markers
Teacher Demo (20 min)	 Teachers will let students know the teacher will demonstrate a new troubleshooting technique and ask students to jot down what troubleshooting teacher is doing After students have collected their technique, the teacher will conduct live code demo of a basic html web as shown in the code snippet below. The teacher will deliberately make mistakes and attempt to troubleshow. Teacher brings out rubber duck and talks to duck one on one explaining line by line. Teacher spots the mistake and fixed it. Teacher explicitly states that this in lieu of talking with an actual human and to slow your thoughts do 	et a ppage 7. es oot. d	Laptop Whiteboard projector
Student Work Time (30 min)	 Teacher shows the task to students create a webpage detailing the background of their rubberduckies Shows example on jkimbxv.github.io/rubberduckies 	s :	

	 Gives students key links to resources on W3 schools Student work time, teacher circulates but does not answer questions other than clarifying questions Teacher keeps an eye out for a volunteer to help demo rubber duckies conversation 	
Close (10 min)	Asks for volunteerDemo, hw is html element worksheet	

Finished desired student output: A web page for their "rubber duck"

Schnoot



Schnoot, otherwise known as Mr. Schnoot, has an extensive military history. He acted as the missile in a critical battle Operation Highjump during 1946. Since then he's retired to take on the role of a rubber ducky programmer. Despite not being a duck nor having the capability for flight, Mr. Schnoot bravely takes on the responsibility of listening to Jiyoon Kim's programming woes.

Declassified footage of Mr. Schnoot

footage of Mr. Schnoot

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Finished desired code:
<!DOCTYPE html>
<html lang="en" dir="ltr">
 <head>
   <meta charset="utf-8">
   <title></title>
 </head>
 <body>
   <h1 style="font-family:'Courier New'" >Schnoot</h1>
   <img width= "200"</pre>
src="https://m.media-amazon.com/images/I/6106V1bK-3L. AC SL1500 .jpg"
alt="penguin plushie">
   Schnoot, otherwise known as
     Mr. Schnoot, has an extensive military history. He acted as the
     missile in a critical battle Operation Highjump during 1946.
     Since then he's retired to take on the role of a rubber ducky
     programmer. Despite not being a duck nor having the capability
     for flight, Mr. Schnoot bravely takes on the responsibility of
     listening to Jiyoon Kim's programming woes.
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 Declassified

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</body>
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Supporting Material:

- Slide show linked on github
- Hw review worksheet linked on github