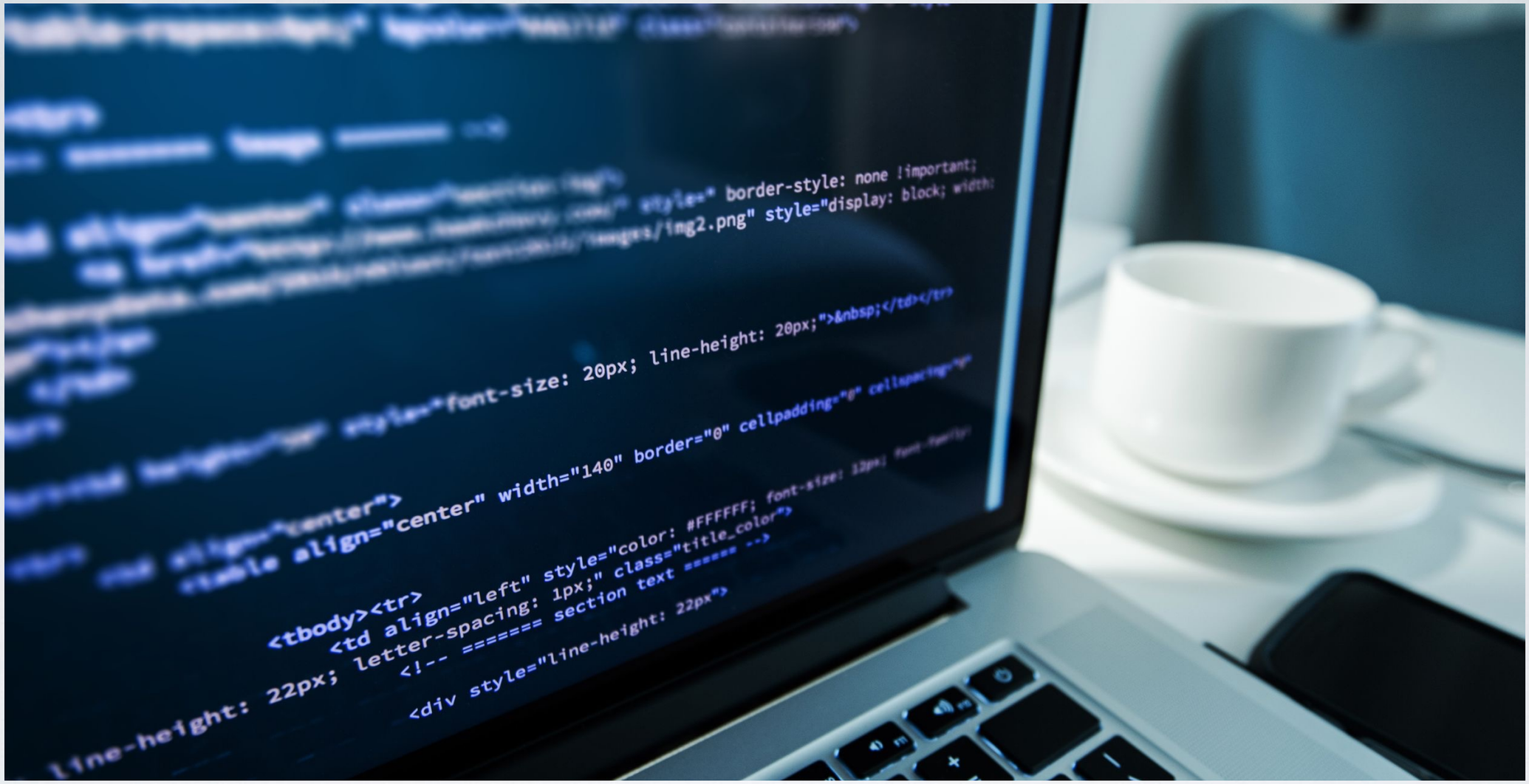
THINK LIKE A COMPUTER:
COMMANDS AND SEQUENCES

Lesson 1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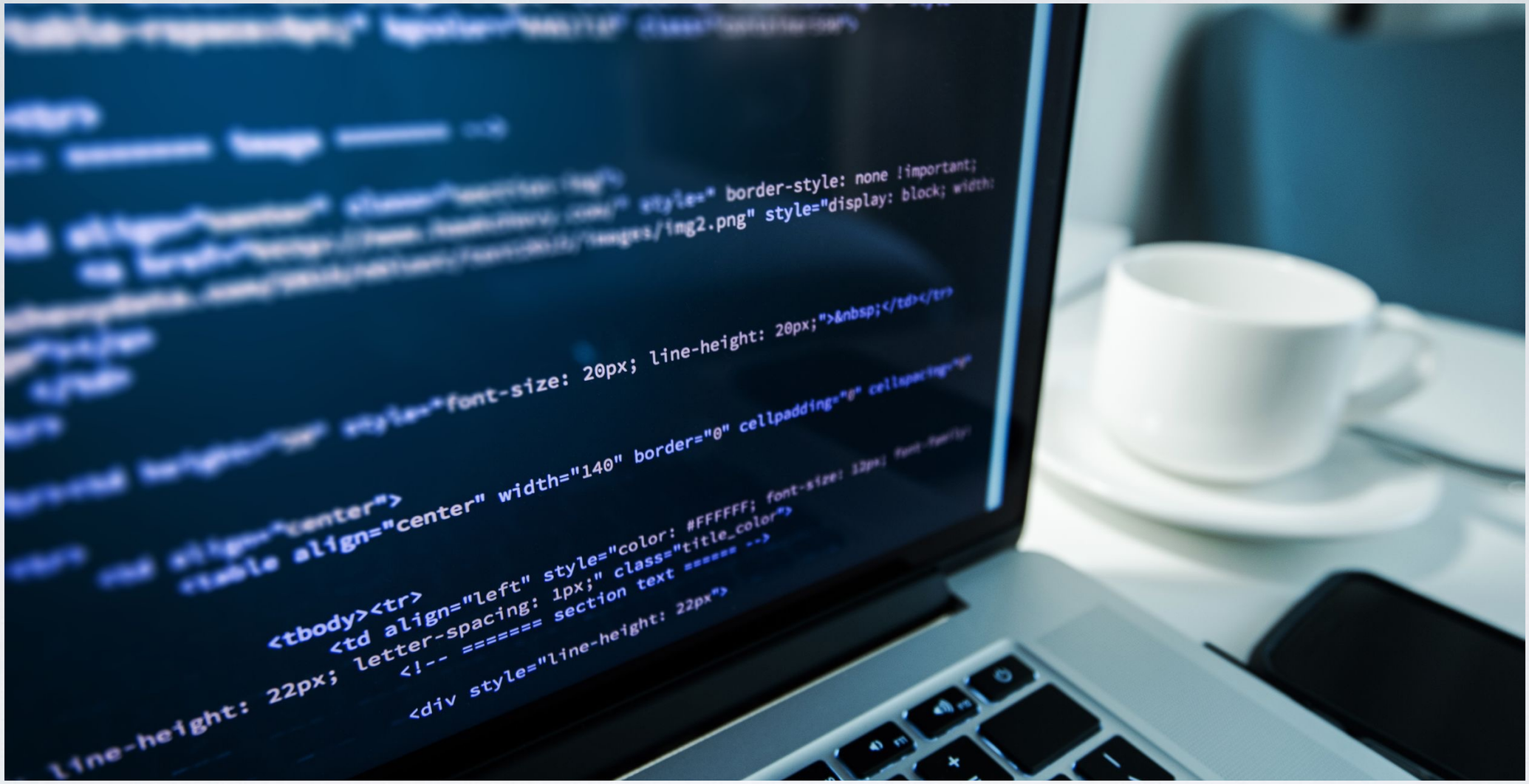
CODING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LET’S GET STARTED

1. You get to tell me what to do!
2. Pick something for me to do. Examples:
    - Draw a smiley face on the board.
    - Do 5 jumping jacks.
3. I won’t know what it is you want me to do, so you have to give me good directions for how to do it.

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DID IT WORK?

- Did I do what you intended for me to do?
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- What parts weren’t?
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HIDE AND SEEK

1. Find a hiding place for your special prize.
2. Use your iPad camera to record walking directions for someone else to find the object, starting from this room.
3. Record your video from one spot. Do not use the camera to show where the object is hidden.
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Were you successful? Describe your experience.

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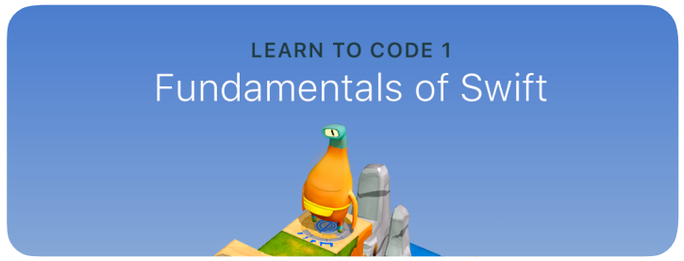
TIME FOR SWIFT PLAYGROUNDS

Chapter: Commands

Activities: Introduction to Portal Practice



Commands	
Introduction	✓
Issuing Commands	✓
Adding a New Command	✓
Using the Right Command	✓
Portal Practice	✓
Finding and Fixing Bugs	
Bug Squash Practice	
The Shortest Route	

REMINDER: Take videos and or photos of your playgrounds. You will need them for your portfolio.

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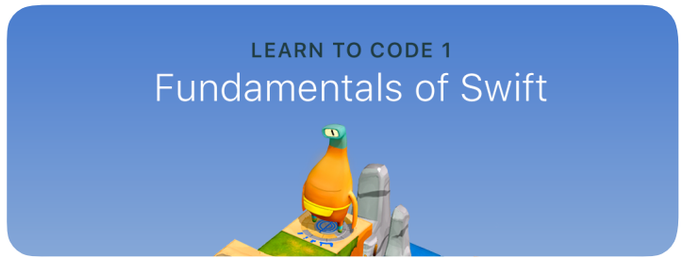

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Think ahead: What do you do when your code doesn’t work?

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JOURNAL

1. Upload your video directions.
2. Upload screenshots from Swift Playgrounds.
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HOMEWORK

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- Then go outside.
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