

GETTING STARTED

Lesson 0





CODING





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GOALS

1. Learn code **together**.
2. Deepen understanding of coding concepts.
3. Apply these concepts to coding and everyday life.



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SET EXPECTATIONS

	1 – Novice	2 – Intermediate	3 – Proficient	4 – Mastered
Vocabulary	The student repeated the definition provided but did not expand upon the definition with his or her own words.	The student repeated the definition provided and was able to give an additional explanation, demonstrating some understanding of the key coding vocabulary.	The student demonstrated full understanding of the key coding vocabulary using his or her own words.	The student demonstrated mastery of the key coding vocabulary and evidence of applying key vocabulary into broader coding concepts.
Activity	The student completed the activity, but the work did not accurately reflect the coding concepts. Needs improvement.	The student completed the activity, and the work demonstrated accurate connections to coding concepts. Not much reflection.	The student completed the activity, and the work demonstrated accurate connections to coding concepts. Included two to three reflection points.	The student completed the activity, and the work demonstrated accurate connections to coding concepts. There was a high level of reflection showing deep understanding of the connection between the activity and coding.
Coding	The student was not able to complete all levels and needed assistance throughout.	The student was able to complete some levels without assistance.	The student completed all levels without assistance.	This student completed all levels with multiple solutions and without assistance.



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TAKE A SELFIE!



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PERSONALIZE IT!



PERSONALIZE IT!



SHARE



AirDrop photos to create a
class photo album



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LET'S DISCUSS

1. What did you do with iPad?
2. How do you think it worked?



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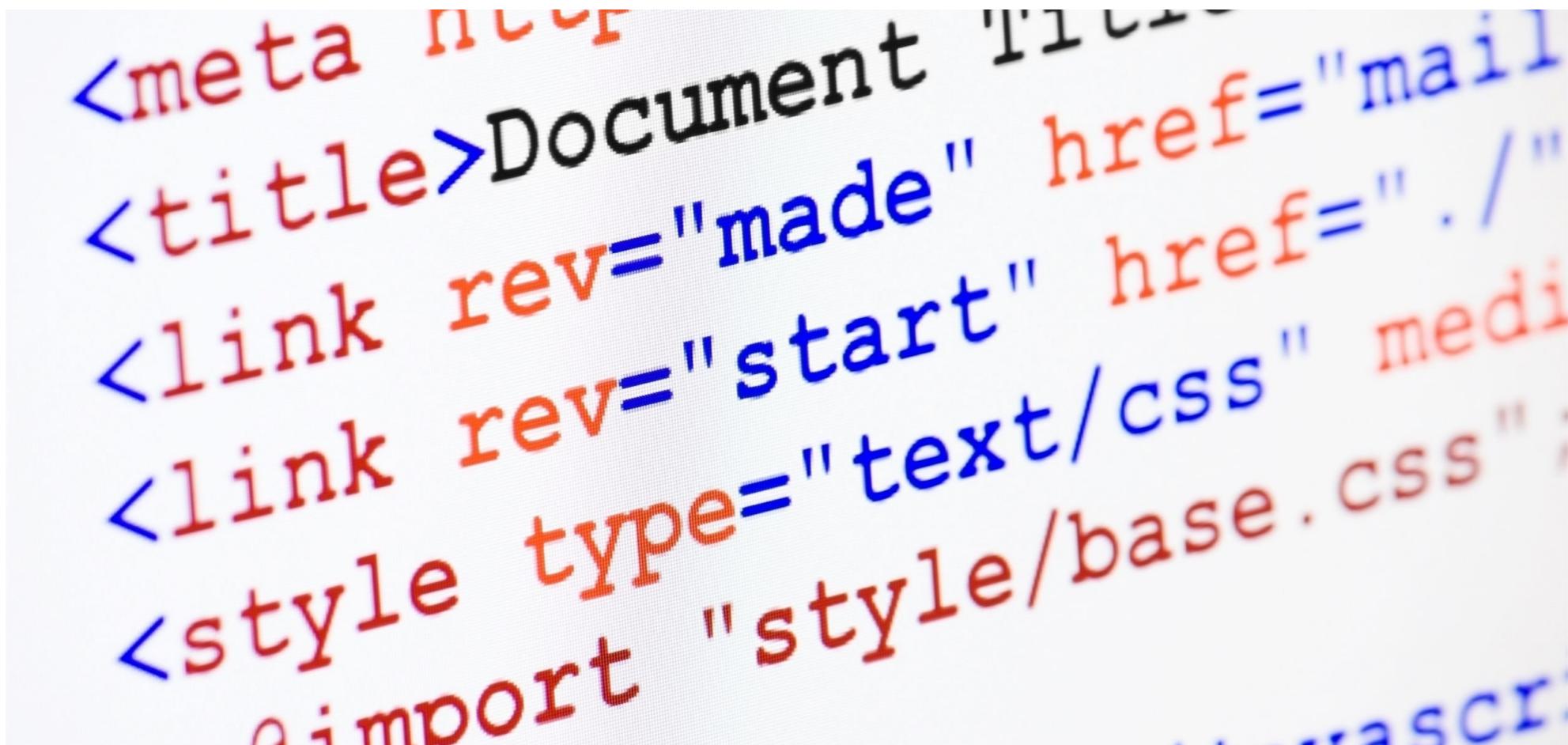


CODING IS TELLING A COMPUTER WHAT TO DO

```
<meta http-equiv="Content-Type" content="text/html; charset=ISO-8859-1">
<title>Document Title</title>
<link rev="made" href="mailto:made@example.com">
<link rev="start" href="/" type="text/css" media="all">
<style type="text/css">
@import "style/base.css";</style>
```



CODING IS TELLING A COMPUTER WHAT TO DO



A hand-drawn style screenshot of a web browser showing the source code of a page. The code is written in a stylized, colorful font. It includes various HTML tags like <meta>, <title>, <link>, <style>, and <script>. Some words are written in red, others in blue, and some in black. The code is somewhat illegible due to the artistic rendering.

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Document Title</title>
<link rel="stylesheet" href="style/base.css" media="all" type="text/css" />
<link rel="start" href="/" type="text/html" />
<link rel="made" href="mailto:made@example.com" type="text/html" />
<script>function make() { ... }</script>
```



JOURNAL



Log in to this class.

(Note: You need to replace this image with the QR code provided by Seesaw when you create your class.)



JOURNAL



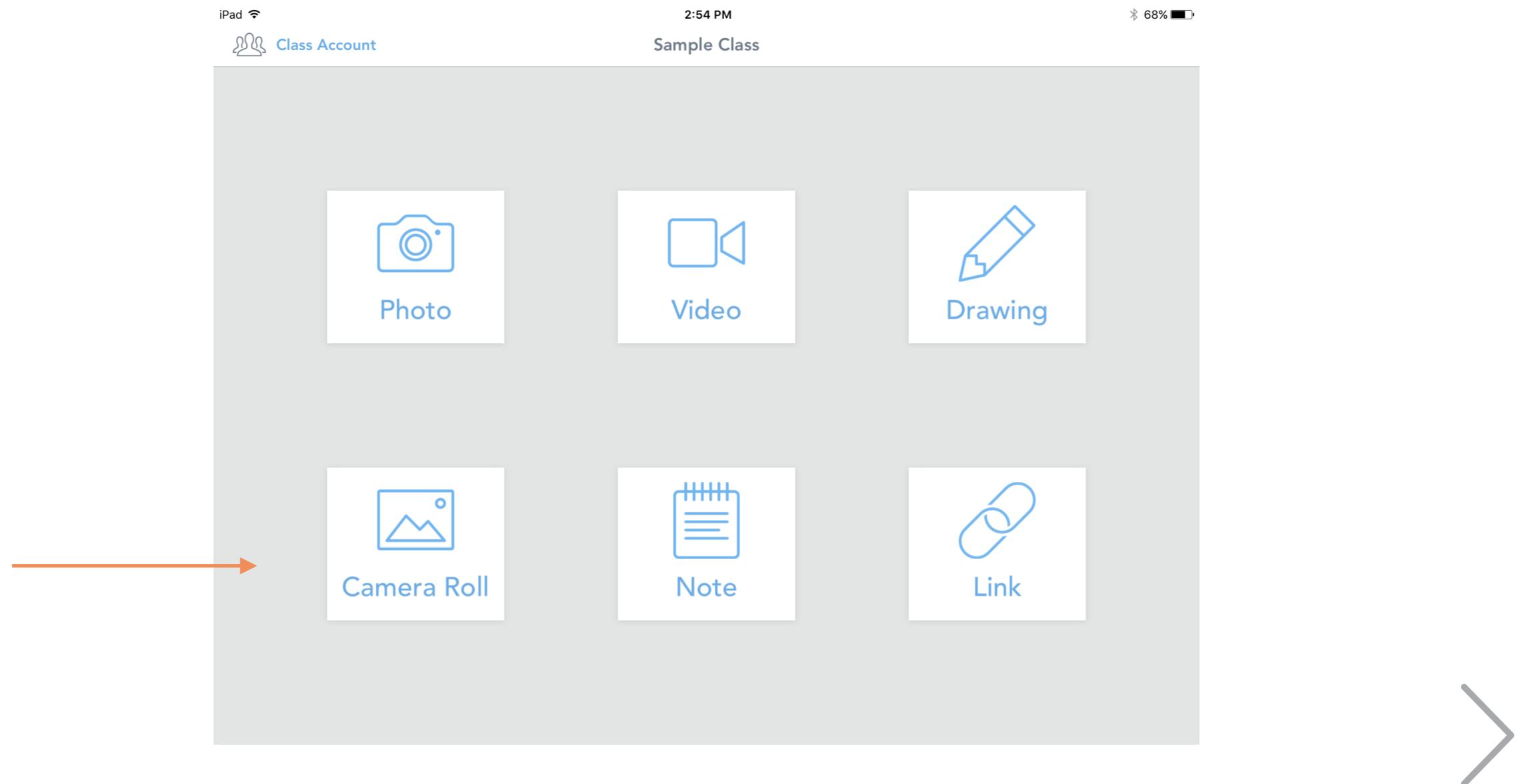
Log in to this class.

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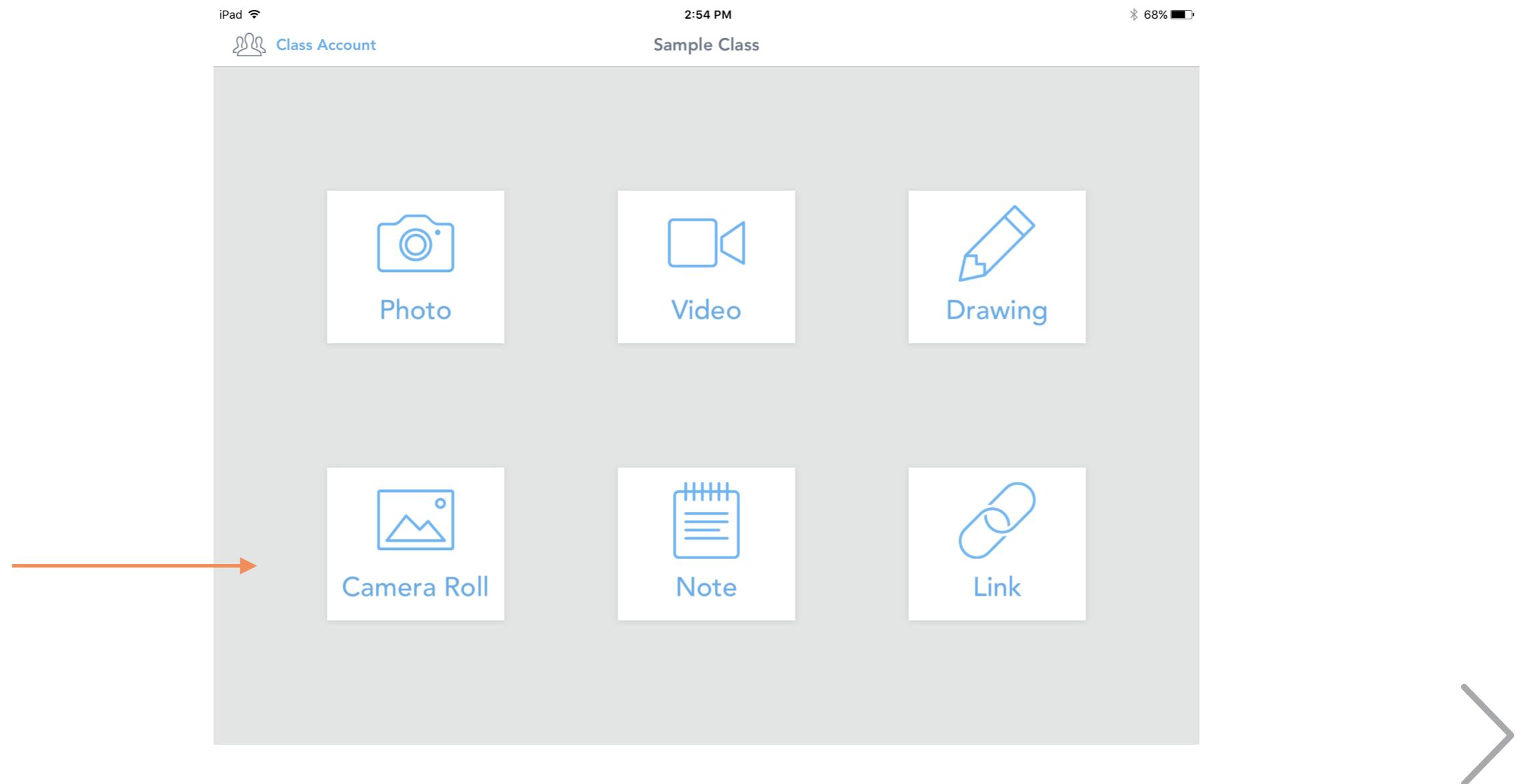
JOURNAL

Upload your photo from your Camera Roll.



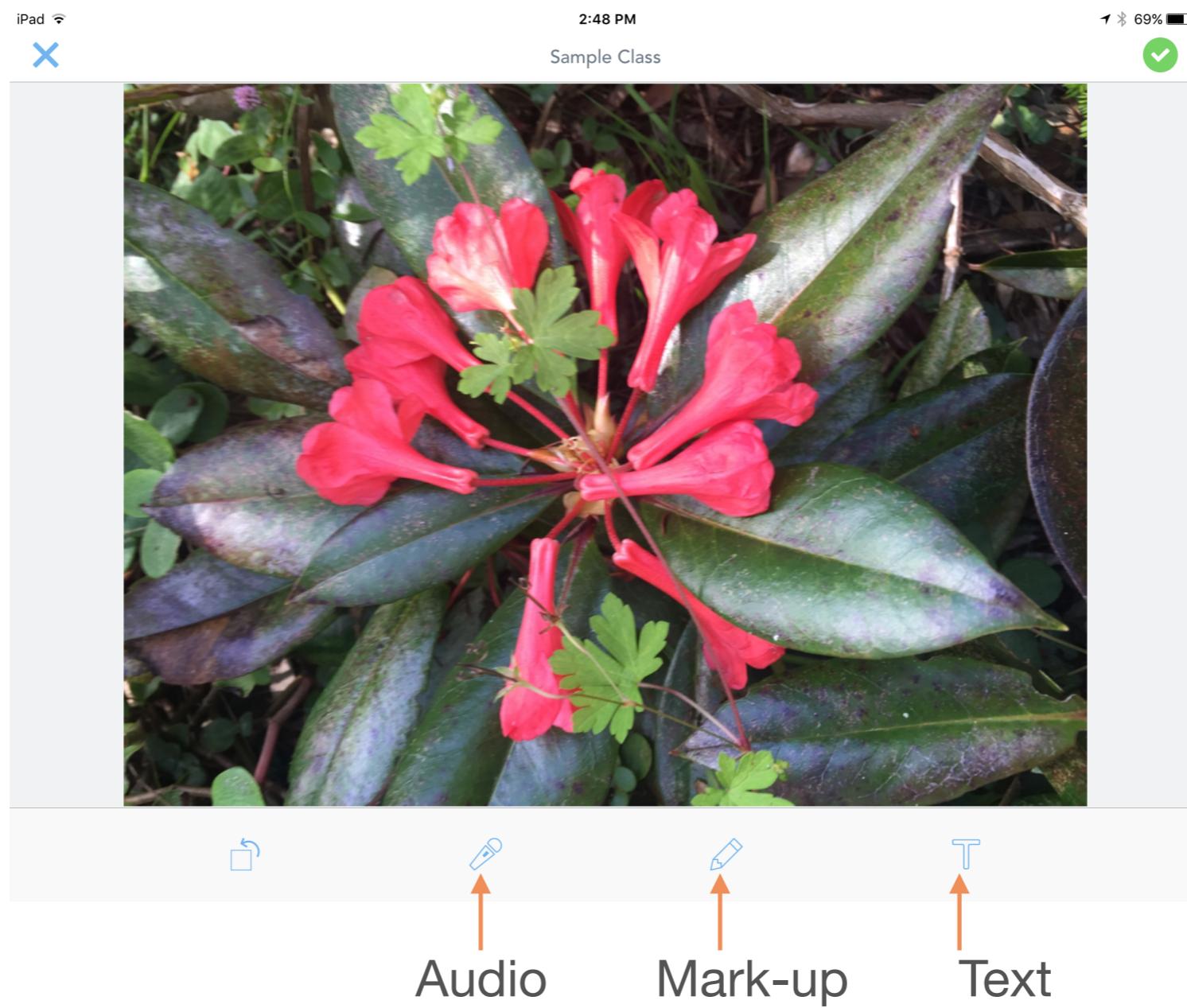
JOURNAL

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Add a reflection: What do you hope to learn and/or be able to do in [name of class]?



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