

Lecture 3

Materials

- Week 3 Pencil Code Cards
- Word wall words (user, event)
- Handout - Innovation

Overview

- Buttons, key downs, clicks
- Sound, movement, extra turtles

Todo List

- Rearrange students based on ability
- Talk about the WOW! project
- Call on students individually by name
- Get more star stickers
- Talk about the agenda

Agenda

1. Hook: Feature Project
2. Introduction to New Material: Buttons & Events
3. Activity 1: Cards
4. Activity 2: Game/Share projects
5. Assessment: Work Product

Lecture

Hook: Feature Project (3:30pm)

- Show a couple projects from last class

Introduction to New Material: Buttons & Events (3:40pm)

- Review commands
 - *for* loop
 - loops
 - nesting loops

- indenting code
- Teach
 - add a button
 - key down
 - click event
 - *parameter*
 - **Word wall:** user
 - **programmer** vs **user**
- Show agenda

Activity 1: Cards (3:55pm)

- Hand out Jamming with Keys Card
- Give 25 minutes of work time
- Students can either work through additional cards or innovate off of them
- **Save your work**

Activity 2: Game OR Share Projects (4:20pm)

- Highlight some good projects
- Play the code game

Activity 3: Innovations (4:30pm)

- Brainstorm innovations
- What would make the program or game easy for the user?
- Innovation from corded phone to cell phone
- Hand out innovation work sheet
- Give 15 minutes of work time

Assessment: Work Product (5:55pm)

- Hand out work assessment
- Connect to WOW!
- Wrap up