Lesson Objective(s)
Students will be able to decompose a given Scratch program in order to evaluate each line of code individually. Students will be able to recognize at least three patterns in a given Scratch program and defend their reasoning for why they are patterns.
Vocabulary/ Academic Language (Language Function)
Decompose - Break down or cause to break down into component elements *Pattern* - A recurring design *Computational Thinking* - A set of problem-solving methods that involve expressing problems and their solutions in ways that a computer could execute *Coding* - The process of assigning a code to something for the purposes of classification or identification
Assessment/Evaluation
Students will complete a given worksheet that evaluates a Scratch program which will be turned in for grading.
Adaptations to Meet Individual Needs
1. Students with IEPs will be given the appropriate modifications to ensure they get the most out of the lesson. 2. Students who are ELL may be given worksheets or programs translated into their native language to ensure they get the most out of the lesson.
Management/Safety Issues
Students should always be monitored while on the internet to ensure they are using the time and resources appropriately.

Instruction
Set/Motivator: Students will watch the Scratch program run through once or twice to get them engaged in the lesson. *Instructional Procedures/Learning Tasks:* 1. Students will watch the Scratch program run through completely. 2. Students will pull the scratch programs up on their own computers. 3. Students will complete a given worksheet which requires them to analyze the Scratch program. a. Computational Thinking: Scratch Program 4. Students will turn in the worksheet for grading. *Questions and/or activities for higher order thinking:* 1. How can it be helpful to decompose a problem? 2. Are there time when decomposing a problem is not helpful? 3. Why are patterns important? *Closure:* Once the worksheets are collected, the class will go over some possible answers. *Material/Resources:* 1. Scratch 2. Classroom set of computers 3. Worksheet