

ThoughtSTEM Language Learning Tactics

Version 7.0

August 19, 2019

1 Disintegrating Code

Starting with all the code on the whiteboard, players write the code multiple times. Each round, the Tactic Master erases more code. By the end, players can write the entire kata with no hints: passing the kata test!

SUPPLIES

- Chromebooks
- Whiteboard
- Markers
- Challenge Card
- Timer

ACTIONS

1. **Write** the stimuli of [the-challenge-card] on [the-whiteboard]
2. **Write** the code of [the-challenge-card] on [the-whiteboard]
3. **Set** the-timer for as many minutes as there are lines of code
4. **Tell** [the-players] to **Type** up the code of [the-whiteboard] on [the-chromebooks]
5. **Erase** 2-4 identifiers from the code on [the-whiteboard]
6. **Tell** [the-players] to **Erase** all from the contents of [the-chromebooks]
7. **Tell** [the-players] to **Type** up the code again, using their memory to fill in the blanks!
8. **Repeat** steps 5-7, erasing more code each time until you are left with only symbols. Then erase those too!

Kata Challenge - Call in the coach when you and the rest of the players are ready for your kata challenge. Pass the challenge to earn your kata!

2 Code Anatomy

Label and define the different parts of the code, then use the labels as a guideline to rebuild the code as a team.

SUPPLIES

- Chromebooks
- Whiteboard
- Markers
- Challenge Card

ACTIONS

1. **Write** the contents of the back of [the-challenge-card] on the bottom half of [the-whiteboard]
2. **Put** a box around the #lang line
3. **Put** a box around all definitions
4. **Put** a box around all top-level expressions
5. **Circle** all key-words
6. **Write** the total number of key words
7. **Put** a dot at the beginning of all parenthesized expressions
8. **Write** up the total number of expressions
9. **Above** each expression dot, write the expression's nesting depth

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