

# ThoughtSTEM Language Learning Tactics

Version 7.0

August 22, 2019







# 1 Disintegrating Code

*Players write code from the whiteboard; each round more and more code disappears!*

## SUPPLIES

- Chromebooks
- Whiteboard
- Markers
- Challenge Card
- Timer

## ACTIONS

	<b>1+</b>	players
	<b>10-20</b>	minutes
	<b>K+</b>	grade level
	<b>1/5</b>	TM difficulty
	<b>&lt;10</b>	lines
	<b>1v1 1</b>	player difficulty

### *Prep & Round 0*

1. **Write** the stimulus of [the-challenge-card] onto [the-whiteboard]
2. **Write** the code of [the-challenge-card] onto [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] onto [the-chromebooks]

### *Round 1*

1. **Erase** 2-4 identifiers from the code on [the-whiteboard]
2. **Tell** [the-players] to **erase** all code from [the-chromebooks]
3. **Tell** [the-players] to **type** up the code again, using their memory to fill in the blanks!

### *Repeat!*

- **Repeat** 'Round 1', 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

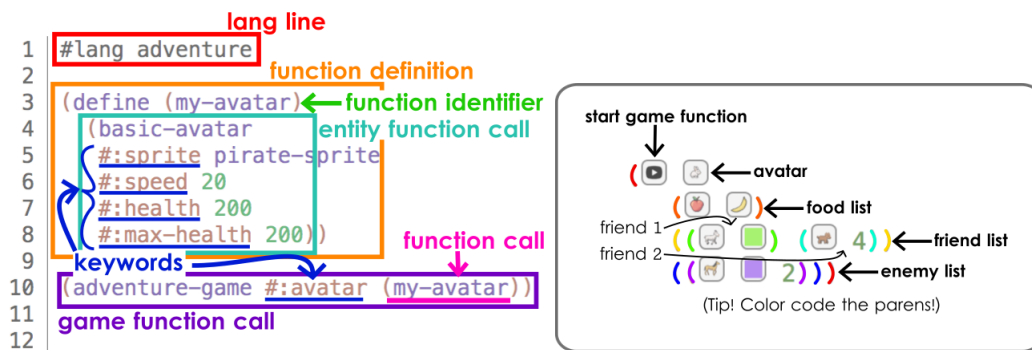
- Chromebooks
- Whiteboard
- Markers
- Challenge Card
- Timer

### ACTIONS

	1+	players
	10-15	minutes
	K+	grade level
	2/5	TM difficulty
	<10	lines
	1v1 1	player difficulty

### Label And Define

1. **Write** the code of [the-challenge-card] onto [the-whiteboard]
2. **Label** and define the parts of the code with help from the players



### Fill In The Blanks

1. **Erase** all code, leaving the labels, from [the-whiteboard]
2. **Tell** [the-players] to **write** the code back in, working together
3. **Repeat** this phase until players have succeeded without help twice

### Final Quiz

1. **Erase** all code again, leaving the labels, from [the-whiteboard]
2. **Set** [the-timer] for as many minutes as there are lines of code
3. **Tell** [the-players] to **type** up the code independently from memory
4. **Repeat** this phase if needed

### 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!