

ThoughtSTEM Language Learning Tactics

Version 7.0

August 20, 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

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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