

# CS+Community Lesson Plan:

## Project Week Lesson 1

**Note to Teachers:** **Teach from the web page and use it as your lesson guide.** You do not have to be the expert in the room. You get to be the lead learner, modeling life-long learning for your students throughout these CS+Community lessons! There is not a detailed script, because your goal is to talk as little as possible and to focus on facilitating CS Talk between students.

**Prepare:** Review [Overview Video](#); make a copy of the [Project Week Student Hyperdoc](#) and share Hyperdoc with students over Google Classroom.

**Review Learning Goal with Students:** *Today we plan our final Scratch projects.*

### ELD Supports for the Lessons

<p>WARM UP</p> <p>1</p>	<p>This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or whole class. Read the objective aloud at the top of the page ("Today we will...". Students will answer the prompting questions. They should use the sentence frames in their discussion. Optional: Students can type their response in the student hyperdoc for this lesson. <i>*See the ELD Support document for more information...</i></p>
<p>UCSD DOES</p> <p>2</p>	<p>Project and play the video: <b>Computer Science is Changing Everything</b> to learn about the impact of computer science on our world. (Students are <b>not using computers</b> during this section).</p>
<p>TURN &amp; TALK</p> <p>3</p>	<p>This section is designed to encourage discussion among students; plan to facilitate pairs. Project and display the <b>TURN &amp; TALK</b>. Using the content from the video, have students ask and answer the prompting questions. Tell students to use the sentence frames in their discussion to follow up with their partner and keep the conversation going. <i>*See the ELD Support document for more information...</i></p>
<p>WE DO</p> <p>4</p>	<p>Open and project for students the <b>Worksheet: Learn more about how Computer Science is changing the world</b> slide. Using what was modeled in the video, have students show and tell you how to complete the slide. Remember, teachers are projecting and students are directing teacher actions. (Students are not using computers during the We Do).</p>
<p>YOU DO</p> <p>5</p>	<p>Ask students to open the <b>Project Week Student Hyperdoc</b> from your Google classroom. Tell students to open the <b>Worksheet: Plan your project by determining what sprites and events you will use</b>. Read the instructions from this section to the students and have them complete this task.</p> <p>Next, ask students to open the <b>Scratch Project</b> in the <b>student hyperdoc</b>. Read the instructions from this section to the students. Then, tell students that they can decide which Scratch Project they would like to explore and work on. They can work on the <b>Mild</b>, <b>Medium</b>, or <b>Challenge</b>. Let students know that if they select a project and find it too easy or challenging, that they can always change to a different level project. Students can start on one, work in pairs, and use</p>



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	<b>TIPP&amp;SEE</b> to explore and modify the Scratch project. When the students are done, have them save the Scratch project onto their computers.
<b>REFLECT &amp; SHARE 6</b>	This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or whole class. Project the <b>Reflect &amp; Share</b> section and have students discuss what they learned about <b>planning and coding their projects</b> . Tell students to use the sentence frames in their discussion. Optional: Students can type their response in the student hyperdoc for this lesson. <i>*See the ELD Support document for more information...</i>



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