

Culturally Responsive Pedagogy in Computer Science

Instructional Planning Template

Instructions: Fill in the CRP in CS lesson plan using the template below.

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Title: World Art / Hopi Art Grade Level: High school Content Area/s: Coding Length: 5 days Which CS Standards are addressed? CSTA K-12 Standards Are other standards included? New Mexico Content Standards Arizona Content Standards Common Core Literacy Standards ISTE Standards for Students	
Learning Objective(s): What is the purpose of your lesson? An understanding, attitude, appreciation? A concept? A skill? Ability? State specifically what you intend to have your students achieve, present, or demonstrate.	The purpose of this lesson is for students to first familiarize themselves with masterpieces from famous world artists. Then they will find information on artists from their own culture to create their own app with the help of a template. During this process, they will learn the basics of creating an app: designing slides & coding.

Instructional Process(es): What teaching method(s) will most likely bring about the desired understanding, concept, skill(s), abilities, etc.	• Demonstration • Explanations • Hands-on activity • One-on-one student-teacher
Classroom Learning Environment: How will you organize your classroom so that your students achieve your stipulated objective(s)? Whole class, small groups, individual, team learning, learning centers, individual centers, and group projects?	I will be working in the library with a small group of 6-8 students. I will present my app to students on a large screen. Then students will be able to work in pairs or on their own using paper at first, then laptops to create their own app.
Materials/Resources/Technology: What materials must students use to attain the objective(s)? What technological support is needed to implement the materials?	Materials: Large screen TV Paper & pencil Laptop with internet
Inclusion: Understands the development and use of inclusive educational practices; and addresses the needs of diverse learners.	I am choosing to work with a small group of students. That way I can interact one-on-one & adapt to each student's needs.

Culturally and linguistically responsive pedagogy How does your lesson/unit connect to CRP and the cultural, linguistic and/or home experiences of your students?	Starting with art in the world will help students better define art in their own culture. Hopi have great artists in their community, historically & presently as well: katsina makers, weavers, potters, jewelers, basket makers, etc... The goal is to make them aware of this wealth & see how it compares with the rest of the world.
Assessment of Students' performance: What procedures, tools, and/or instruments will you use to determine if your students met the learning objective(s)? Different assessments are used: diagnostic, formative and summative. Keep in mind that objectives, assessment and instruction are aligned with each other.	-<u>pre-assessment</u> test -<u>participation</u>: I will ask that they design & code a minimum of 4 slides for this project. • Are they asking questions/for help? • Are they answering questions? • How involved/enthusiastic are they during the hands-on activity? -<u>post-assessment</u>: students will present their app to a group of students & NAU staff + complete the NAU survey <u>Day 1</u> - 50 minutes Pre-assessment Present model app Rough draft <u>Day 2</u> - 50 minutes Finish rough Draft Design screens <u>Day 3</u> - 35 minutes Finish screens <u>Day 4</u> - 50 minutes Coding <u>Day 5</u> - 50 minutes Add sound & finish coding Presentation

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