

## Lesson 20: Your Final Project I

Powerful Ideas of Computer Science	Representation, Design Process, Algorithms
Powerful Ideas of Literacy	Sequencing, Writing Process
PTD	Communication, Collaboration, Content Creation, Creativity
Palette of Virtues	Generosity
Children will be able to...	<ul style="list-style-type: none"> <li>Recall and identify the beginning, middle, and end scenes of <i>The Enormous Turnip</i></li> <li>Begin programming their final projects.</li> </ul>
Vocabulary	
Teacher Preparation	<input type="checkbox"/> Read lesson plan. <input type="checkbox"/> Get book <a href="#">The Enormous Turnip</a> by Alexei Tolstoy (ISBN-13: 978-1409580478). <input type="checkbox"/> Have children's completed <a href="#">Lesson 19 Design Journal</a> pages.

### Warm Up

- **One Sentence Story** (*Suggested Time: 10 minutes*)
  - Explain to the children that a one sentence story is when each child gets to tell one piece of the story. Model it for the class (either with co-teachers or if only one teacher, narrate before each line that it's a different person talking (e.g., "Then Jimmy says... Then Kayla says...").
  - Teacher starts the story with "Once upon a time there was a programmer."
  - Children go around and each add one sentence to the story, ultimately ending up with one story from the class.

### Opening Tech Circle

- **Re-Reading The Enormous Turnip** (*Suggested Time: 10 minutes*)
  - Re-read *The Enormous Turnip* together as a class.

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## **KIBO Time**

### *Expressive Explorations*

- **Story Creation** (*Suggested Time: 20 minutes*)
  - Based on their [Lesson 19 Design Journal](#), have children work in groups to create their KIBO program. Make sure children remember to think about the connection between the blocks they choose and the three events they identified in the last lesson!
  - Children's final projects should incorporate at least 6 blocks and use both the Sound Sensor and Lightbulb. More advanced children should also use repeat loops with a number parameter. Encourage children to be as creative as possible while still being intentional about which blocks they choose.
  - Go around and take pictures of each group's program. By documenting children's programs, you will be able to assist children if they do not remember how to re-assemble their program for the final showcase. Make sure to leave yourself enough time to do this step, as it can save lots of time and effort in the later lessons!

## **Closing Tech Circle**

- **K is for Kind Words Too** (*Suggested Time: 5 minutes*)
  - Have children go around the circle and say one compliment for a teammate.