

CS+Data Lesson Plan:

[Week 4 Lesson 2](#)

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+Data 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.

Review Learning Goal with Students: Review **Week 4 Lesson 2** web page, review [Anchor Chart Video](#) (this is part 2), and make sure you have the **Week 2 Student Hyperdoc** available for students in Google Classroom.

Review Learning Goal with Students: An if-then uses conditions to cause actions.

[ELD Supports for the Lessons](#)

WARM UP 1	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...". Then, project and display the Warm Up . Open both the Slide: If-then Anchor Chart slide (make a copy) and the Video: If-then Anchor Chart . Project and play the video for the students or use for your own understanding. Now 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>
UCSD Does 2	Project and play the video: Use TIPP to learn about if-thens . (Students are not using computers during the UCSD DOES).
We Do 3	Open and project for students both the Worksheet: Observe slide and the Scratch Project: Ball Sports Pie Chart . 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).
UCSD Does 4	Project and play the video: Use SEE to learn about if-thens . (Students are not using computers during the UCSD DOES).
TURN & TALK 5	This section is designed to encourage discussion among students; plan to facilitate pairs. Project and display the TURN & TALK . 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. Tell students to use the Slide: If-then Anchor Chart as a guide for 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>
We Do 6	Open and project for students both the Worksheet: Observe slide and the Scratch Project: Ball Sports Pie Chart . 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

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	computers during the We Do).
YOU DO 7	Group students into pairs. Ask them to open the Week 4 Student Hyperdoc from your Google classroom. Tell students to open the Scratch Project: Ball Sports Pie Chart page in the student hyperdoc . Working in pairs, read the instructions from this section to the students and have them complete this task. When the students are done, have them save the Scratch project onto their computers and share their project in their Hyperdoc.
REFLECT & SHARE 8	This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or whole class. Project the Reflect & Share section and have students discuss what they learned about events . They may also be sharing their project and explaining their process. Tell students to use the sentence frames in their discussion. Students can reference the Slide: If-then Anchor Chart as a guide. Optional: Students can type their response in the student hyperdoc for this lesson. <i>*See the ELD Support document for more information...</i>