

Computer Science Lesson Plan 1

Finchblox for Younger Learners



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	LESSON CONTEXT
Lesson Topic and Focus Question	How might we code robots for creative expression?
Course Name: Grade Level:	Professional Development for teachers who introduce computer science to younger learners (as young as Kindergarten)
Lesson Description and Context	An introduction to computer science using FinchBlox designed with our youngest learners in mind. Finchblox is available on an iPad, iPhone, and as browser based website which works on laptops and Chromebook. The app offers 3 levels of command so that students are introduced with just what they need to complete 3 levels of challenges. Younger Students can master computational thinking and computer science concepts as they level up from Level 1 to Level 3 activities.
	LEARNING TARGETS
What are the goals, standards &/or proficiencies?	I can describe ways that computer science can be used for creative expression. I can control a robot using a sequence of commands. including controlling motion and lights. I can change the parameters of a block to create a desired result. CSTA-2-AP-17 Systematically test and refine programs using a range of test cases.
	ASSESSMENT
How will you assess student success and understanding before, during and after the lesson?	Formative Assessment: Ask “Check for Understanding” questions using CS vocabulary through the process. Summative Assessment: Successful Completion of participants choice of creative expression project (1) Dance Party (2) Art Gallery (3) Maze Challenge

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	<u>1 Finch Lesson 1 Slides - Finch Blox</u>
How will you connect or hook students?	Discussion Prompt: When you think of Robots in our world, what are some things you can envisioning them doing? Assuming that most of the answers will be more practical use of robots, challenge assumptions by showing 2 videos of robots used for creative expression. (making art, dancing) INSPIRE phase of the CML framework. Hook: Discussion and Videos
How will you engage students in the lesson? What steps will you take? What activities will you do? Describe in some detail.	Physically explore the Finch Robot. Introduce FinchBlox to students using a tablet or Chromebook. Set up a Finch Move Turn Program Introduce SetBeak and Set Tail to control the look of the Robot. Play with parameters and sequence.
Wrap-up/Closure: What activity will you do to assess understanding of learning targets?	Make Something Meaningful phase of CML framework: Introduce Paired Programming Challenge Choices. (1) Dance Party (2) Art Gallery (3) Maze Challenge Enrichment: Explore the Finchblox Library and complete an "I Wonder... statement" Possible Future Virtual or Real Time Event for sharing and discussing possible implementation in their school.
	REFERENCES
What resources did you use for this lesson? List books, articles, websites, activities etc.	I applied for a Free Demo Finch from BirdBrain and Used the BirdBrain Website