

CS+Earth Lesson Plan:

Introductory 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, [How do I use Student Hyperdocs with Google Classroom Video](#), and [Introductory Week Student Hyperdoc](#). Make a copy of the [Introductory Week Student Hyperdoc](#) and share the student hyperdoc with students over Google Classroom.

Review Learning Goal with Students: *Today we will use GACC to plan our code changes for our Scratch Project. GACC: Goal, Algorithm, Code, Check.*

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 . 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 Webpage Introductory Week Lesson 1 and watch Use TIPP&SEE to explore a Scratch project with students. Engage students by asking them questions about the video after playing the video.
TURN & TALK 3	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. 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 4	Play and watch the video with students to use GACC to learn to plan code changes with GACC (Goal, Algorithm, Code, Check) strategy.
WE DO 5	Open and project for students both the Worksheet: Plan slide (make a copy) and the Scratch Project: Llama Ball (link) to open the Scratch Project. Using what was modeled in the video, have students show and tell you how to complete the slide. Use GACC to plan code changes for the Scratch project. Remember, teachers are projecting and students are directing teacher actions. (Students are not using computers during the We Do).
YOU DO 6	Group students into pairs. Ask them to open the Introductory Week Student Hyperdoc from your Google classroom. Tell students to open the Scratch project Llama ball by clicking on the link provided in the CS+Earth Introductory Week Lesson 1 page in the student hyperdoc . Working in pairs, have students use GACC to plan code changes by identifying the project's goal, algorithm, code and then check their changes. Have them explore the Scratch project.

REFLECT &
SHARE

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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 **GACC**. They may also be sharing their project and explaining their process. Tell students to use the sentence frames in their discussion. Optional: Students can type their response in the student hyperdoc for this lesson. **See the ELD Support document for more information...*