

CS+Earth Lesson Plan:

Project week 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+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.

Review: **Project Week Lesson 2** web page and make sure you have the **Project Week Student Hyperdoc** available for students in Google Classroom.

Code Day

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 and play the video: Learn how to track your game status. (Students are not using computers during the UCSD DOES).
YOU DO 3	Ask students to open the Project Week Student Hyperdoc from your Google classroom. Tell students to open the Game Status Tracker in the student hyperdoc . 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.
YOU DO 4	Have students work with their partner and ask them to open the Student Hyperdoc from Google classroom. Tell students to continue working on their project and if they haven't started yet they can decide which Scratch Project they would like to explore and work on. They can work on the Mild, Medium, or Challenge . Let students know that if they select a project and find it too easy or challenging, that they can always change to a different level project. Students can start on one, work in pairs, and use their Game Design Planner to fix the Scratch project. When the students are done, have them save the Scratch project onto their computers and share their project on their Hyperdoc.
REFLECT & SHARE 5	This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or the whole class. Project the Reflect & Share section and have students discuss what they did. 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. <i>*See the ELD Support document for more information...</i>