Computational Comprehension with THE VERY HUNGRY CATERPILLAR

By Eric Carle

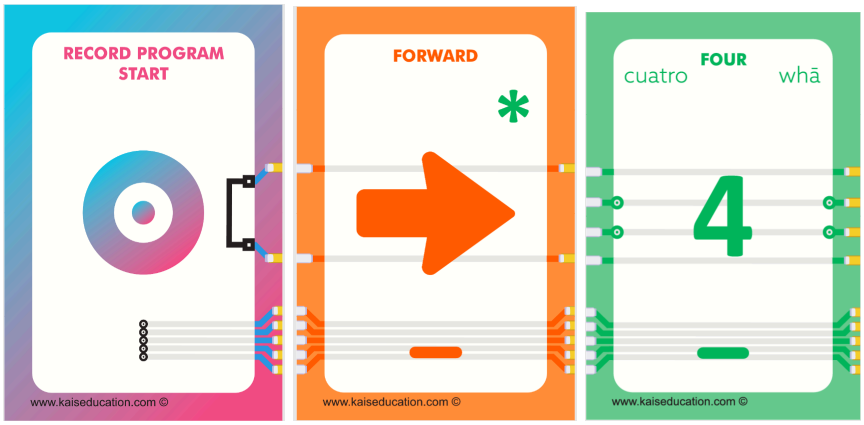
Title of Lesson: Computational Comprehension – The Very Hungry Caterpillar	EDGEucating
Overview/Purpose: Students will identify key details in a text to illustrate comprehension.	
Suggested Grade Level: Click Here for Standards Original Author: Alicia Verweij	**Standards Alignment:** Students will demonstrate comprehension by identifying key details from the text. **Standard:** CCSS.ELA-Literacy.RL.K.1, CCSS.ELA-Literacy.RL.1.1, CCSS.ELA-Literacy.RL.2.1, CCSS.ELA-Literacy.RL.3.1 **CSTA Standard**: 1A-AP-08 Model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks. **TEKS K ELA.K.6, ELA.K.7, INF.K.1** Have students answer questions about key details in the story using the game. **TEKS 1 ELA.1.6, ELA.1.7, INF.1.1** Have students retell the story in sequential order using the game. **TEKS 2 ELA.2.6, ELA.2.7, INF.2.1** Have students determine the central theme of the story using the game. **TEKS 3 ELA.3.6, ELA.3.7, INF.3.1** Have students analyze the development of the central theme using the game

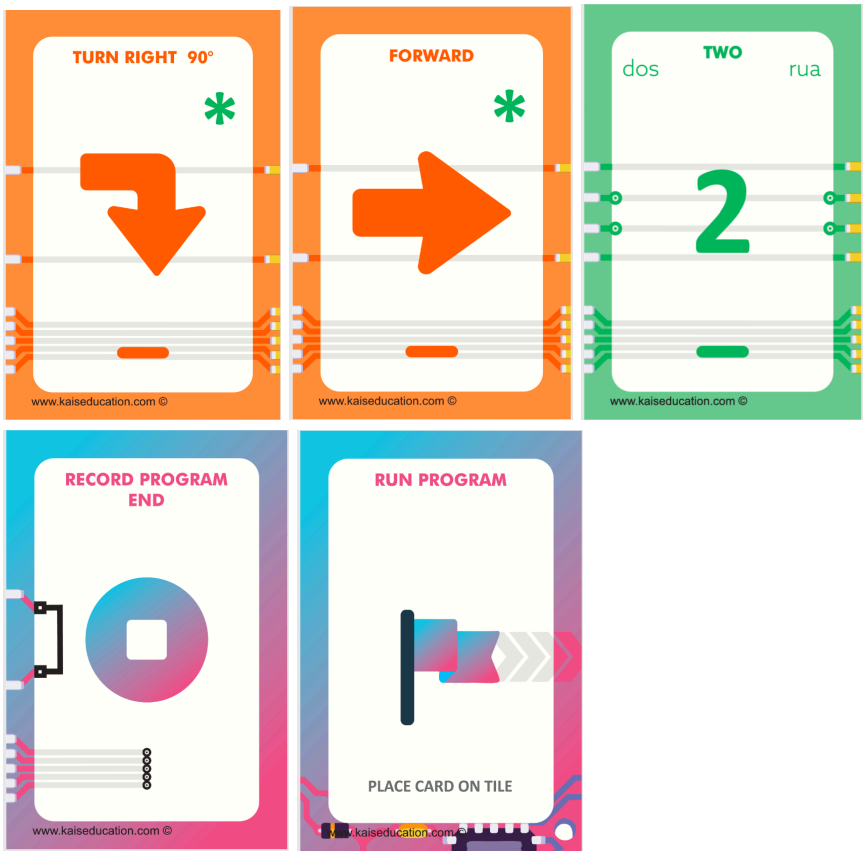
	Grade-Level: This lesson is suggested for Kindergarten - 3rd grade students.
Learning Target/s: what scholars should understand and be able to do	Students make a selection from the grid that contains a given detail that answers the teacher's question.
Pre-assessment: determine base knowledge, what holes need to be filled in order for students to be successful at the current learning target/s	It requires that students know how to operate KaiBot and have basic comprehension skills.
Check for understanding: formative and informative checks to measure progress of learning target/s	• Students will produce written documentation of the detail they selected during the activity. • Teacher observes students as they identify answers during the use of KaiBot.
Materials needed: • Word labels that contain details that answer questions from the story chosen by the teacher, according to grade level • KaiBot • KaiBot Coding Cards • KaiTiles	**Sample Questioning:** (These will vary depending on the grade level, specific comprehension skill of focus, and story selected.)(These are questions based on the story ***The Very Hungry Caterpillar.*** • What did the caterpillar eat on Monday? (apple) • How many plums did the caterpillar eat on Wednesday? (3) • When did he eat pears? (Tuesday) • What happened after he ate the green leaf? (felt better) • Why did he get a stomach ache on Saturday? (ate too much)
Key Vocabulary: • (This will be story & grade level specific)	
Lesson steps for teaching the lesson/activities	The teacher will create a grid similar to the one shown below using various details from the chosen story. After they have read the story, the teacher will ask a series of reading comprehension questions about the story, and the students will drive KaiBot to correct answer choice(s) based on the question the teacher asks.

Start Here	apple	Monday	Built a cocoon	Became a butterfly
	Wednesday	three	Felt better	Friday
	Got sleepy	two	watermelon	Tuesday
	Ate too much	one	pickle	healthy

Example:
The teacher would ask, "On what day did the caterpillar eat pears?

The students would then create the following sample algorithm to answer "Tuesday."

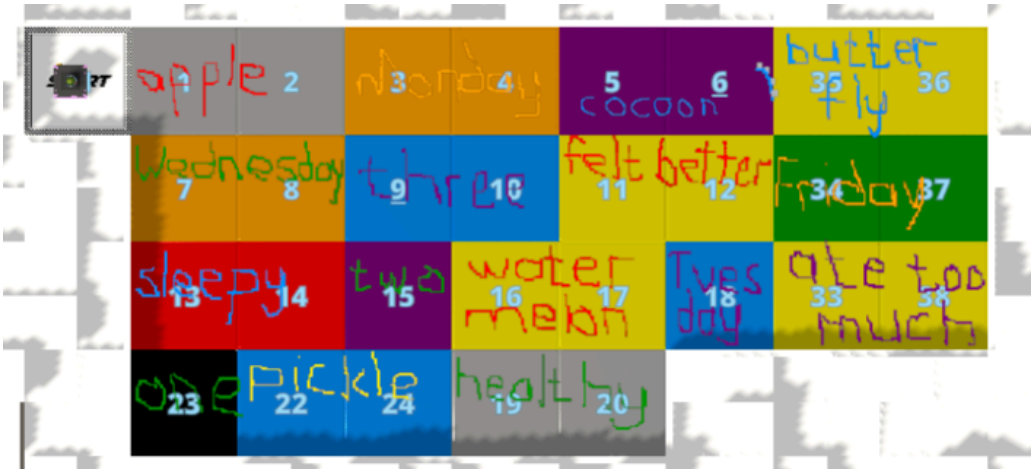




Additional Resources:
Have students create a story map of the key details.

You can have students share their algorithms and discuss the different ways that students used to get the same answer.

Using your iPad, download Kainundrum lite in the app store, then pair a Kaibot and click load project, and scan the project QR code below to load the hungry caterpillar level. Note: it requires 32 Kaitiles.



Alternatively, using Chromebooks or laptops, join Kainundrum and code your robot to drive to the answer when the teachers ask you questions about the story.
https://kainundrum.com/work/work--BRRJVnj7kn_eM1PfoQ1HnbETgFpuCeqM

Project Description:
Objective: To introduce students to the fundamentals of coding and robotics using the Kaibot The Kaibot, a versatile and engaging educational tool, can significantly enhance student learning in various subjects. By providing a tangible and interactive platform, Kaibot empowers students to explore STEM concepts in a fun and hands-on way. Through coding and problem-solving activities, students can develop critical thinking, creativity, and computational skills. Additionally, Kaibot can be used to teach subjects like math, science, and language arts, making learning more engaging and relevant to students' lives.