

Website: [CS+Community Week 1 Lesson 4](#)

Unit of Inquiry Name: CS+Community Time: 55 Minutes	Week 1 Lesson # 4
Lesson Core Idea: I can safely share information about myself!	
Computer Science Standards Other Standards ISTE 1c Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	
Integrated ELD Language Target: Students will exchange information and ideas with others through oral collaborative discussions to express an opinion or solicit a response.	
Key vocabulary:	
Scratch blocks focus:	

Materials Needed	Prepare
• Website: Week 1, Lesson 4 • Reflection Slides: ◦ Steps for Feedback ◦ Week 1 Lesson 4 Feedback • Scratch Starter Projects ◦ Week 1 Lesson 4: All About Me: Mild	• Walk through the CS+Community Week 1, Lesson 4. • Make sure you preview the Steps for Feedback and the Week 1 Lesson 4 Feedback so you know how to guide students through the feedback process. • Add Scratch Starter Projects Week 1 Lesson 3: All About Me: Mild, Week 1 Lesson 3: Medium, and Week 1 Lesson 3: Spicy for students to access

○ Week 1 Lesson 4: Medium ○ Week 1 Lesson 4: Spicy ● Student Chromebooks, laptops, or tablets with reliable wifi ● Teacher computer with projector or screen sharing	and open from Google Classroom, although, they should have their projects started and Remixed from the last lesson.
To Post on Google Classroom: WEEK 1 LESSON 3	
Go to today's website CS+Community Week 1, Lesson 4 and follow instructions. EXAMPLE Google Classroom Assignment below: Dear Programmers, You will find the Steps for Feedback and the Feedback Slide linked to this assignment. You can use these documents when you are giving and receiving feedback with a friend. Once you've given and received feedback, continue working on your All About Me Project. MILD - Remix Dr. Em's About Me project! MEDIUM - Start with a project that has some people sprites. SPICY - Start with a blank project and make all your own choices! Happy coding! What to link to this Google Classroom Assignment Scratch Projects to Link - Steps for Feedback, Week 1 Lesson 4 Feedback, Week 1 Lesson 3: All About Me: Mild, Week 1 Lesson 3: Medium, and Week 1 Lesson 3: Spicy	

Stage	Teacher Does Strategies/activities	Student Does Learning Experience...
Lesson 4 1 UCSD Does 1 minutes	<i>Hello programmers! Today, we're going to get feedback on our work and keep working on this week's project.</i> <i>We're going to start by watching a video by a UCSD programmer who will show us what to do when we forget how to do something.</i>	

	Play video.	Students watch the video.
Lesson 4 2 Turn & Talk 5 minutes	<i>Let's talk about what we can do when we forget how to do something and feel stuck.</i> <i>Programmers don't struggle in silence, they struggle out loud!</i> <i>How will you know when you need to ask for help?</i> <i>Turn to your partner and share one thing you learned from the video that might help you when you're learning something new.</i> <i>Who would like to share what you talked about with the class?</i>	Students share how they know when they need to ask for help. Students turn and talk with a partner about something they can do to help them when they're learning something new.. <i>Students share their ideas.</i>
Lesson 4 3 We Do 20 minutes	<i>Great work, programmers! I heard a lot of wonderful ideas! Now, we'll get a chance to share our projects and get feedback. First, we're going to watch two UCSD programmers give each other feedback.</i> Play video. Open the Week 1 Lesson 3: Planning Go over steps of Steps for Feedback and let students know they can revisit the slides when they're getting feedback from a partner. <i>In partners, you will now get the chance to share your project and get feedback. You'll find the Steps for Feedback slides in Google Classroom and Week 1 Lesson 4 Feedback Form to fill out while you're meeting with your partner.</i>	Students Watch the Feedback Form Demo video. (5 minutes) Students go onto Google Classroom to get the Steps for Feedback and work in pairs to give feedback on the Week 1 Lesson 4 Feedback Form. (15 minutes)
Lesson 4 Think Pair Share 5 minutes	<i>Before we take the feedback we received and use it to continue working on our All About Me Project, let's share what we learned from our feedback.</i> <i>First, think to yourself.</i> <i>What are you proud of?</i> <i>How will you improve your project?</i> <i>Now, let's share with our partner.</i>	Students think independently about their answer to the questions. Students take turns sharing their responses.

	<i>I am proud of ____.</i> <i>I will improve my project by ____.</i> Who would like to share what you and your partner talked about with the class?	<table><tr><th>Students/ Programmers Say</th></tr><tr><td>I am proud of ____. I will improve my project by ____.</td></tr></table>	Students/ Programmers Say	I am proud of ____. I will improve my project by ____.
Students/ Programmers Say				
I am proud of ____. I will improve my project by ____.				
Lesson 4 5 You Do 30 minutes	Great work, programmers! Now, we're ready to continue working on our All About Me projects on Scratch! You can continue working or choose a starter project on Scratch. Remember, we can always challenge ourselves to explore and try new things as programmers! Let's get in there, have fun and find some cool problems to solve! Also, remember to SHARE your project to our class studio. First, sign in. Then, click on the Green Remix Button and the Orange Share button. The last step is adding it to our studio - _____. (Remind students of studio name) <table><tr><th>Facilitator Questions</th></tr><tr><td> • Who's got a cool problem to share? (Growth mindset, facilitates students learning from each other) • _____, show us how far you have gotten. (Focus on the journey and learning, not "finishing".) • I don't know; let us learn together! (Be a Lead Learner) • We can always do more! Let's look at the purple "Do More" section for some ideas! (Differentiation) </td></tr></table> Wow, amazing work today, programmers! I love the way you shared cool problems and worked together to solve them! Before we end today, look at your project and code and	Facilitator Questions	• Who's got a cool problem to share? (Growth mindset, facilitates students learning from each other) • _____, show us how far you have gotten. (Focus on the journey and learning, not "finishing".) • I don't know; let us learn together! (Be a Lead Learner) • We can always do more! Let's look at the purple "Do More" section for some ideas! (Differentiation)	Students go to Google Classroom to open the link to one of the Scratch Projects or continue the projects they already started - ○ Week 1 Lesson 3: All About Me: Mild ○ Week 1 Lesson 3: Medium ○ Week 1 Lesson 3: Spicy One student shares their screen to show how to remix and share their project to the class Scratch studio. Students work individually on the programming challenge and ask for help or to share their screen if they have a question or a cool problem to share. Students share cool problems with the class (ideally projecting their screens) and other students help with problem solving. Students drive while other students (and the teacher, if necessary) help them navigate through their questions and challenges.
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• Who's got a cool problem to share? (Growth mindset, facilitates students learning from each other) • _____, show us how far you have gotten. (Focus on the journey and learning, not "finishing".) • I don't know; let us learn together! (Be a Lead Learner) • We can always do more! Let's look at the purple "Do More" section for some ideas! (Differentiation)				

	<i>explain what happens when you click on something.</i> 6 REFLECT <i>When I ____, it ____.</i> <i>Before we end, today, let's make sure we have all shared our work to the class Scratch Studio.</i> If you can find a student who hasn't shared yet, that student can share his or her screen and show the class how to remix, share and make sure their work gets shared to the class Scratch Studio.	Students share what happens when they click something on their project. Students share their remixed projects to the studio. A student shares his or her screen to show how to remix and share his or her project to the class studio.
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