|  | **Lesson Recommendations** |  |
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## Main Activity Notes

Teachers play a vital role in computer science education and supporting a collaborative and vibrant classroom environment. During online activities, the role of the teacher is primarily one of encouragement and support. Online lessons are meant to be student-centered, so teachers should avoid stepping in when students get stuck. Some ideas on how to do this are:

* Utilize [pair programming](https://www.youtube.com/watch?v=vgkahOzFH2Q) whenever possible during the activity.
* Encourage students with questions/challenges to start by asking their partner.
  + Unanswered questions can be escalated to a nearby group, who might already know the solution.
* Remind students to use the debugging process before you approach.
* Have students describe the problem that they’re seeing. What is it supposed to do? What does it do? What does that tell you?
* Remind frustrated students that frustration is a step on the path to learning, and that persistence will pay off.
* If a student is still stuck after all of this, ask leading questions to get the student to spot an error on their own.

| **Teacher Tip:**  Show the students the ***right*** way to help classmates:   * Don’t sit in the classmate’s chair * Don’t use the classmate’s keyboard * Don’t touch the classmate’s mouse * Make sure the classmate can describe the solution to you out loud before you walk away |
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