CS+Community Lesson Plan:
Week 5 Lesson 3

Note to Teachers: <mark>Teach from the web page and use it as your lesson guide.</mark> 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 (*Note: the following resources will not be available in the future on this document as they will be listed on the Week 5 Lesson 1 plan; since that has not been completed, these are listed here temporarily*):
- [CS+Earth Week 5 Overview Video](#),
- [How do I use Student Hyperdocs with Google Classroom Video](#),
- [Week 5 Student Hyperdoc](#),
- [Teacher Unit Resources](#) (*this page will not appear here in a future version as it will be placed in the Week 5 Lesson 1 lesson plan.)*

Review Learning Goal with Students: Design Lab: Likes and Dislikes.

WATCH **1**	Project and play the video to **learn to use variables for likes and dislikes** with students. Project and play the video to learn **how to give credit for using somone else's work** with students.

TURN & TALK
 	
2
	Open both the **Slide: Variable Anchor Chart** (make a copy) and the **Video: Variable Anchor Chart**. Project and play the video for the students. Using what was modeled in the video, have students show and tell you how to complete the slide.
	
	Have students review and pair share:
	
	    • How will you give credit to Dr. Em for her starter code?
	    • Who are you designing your Scratch game for?
	
	Invite students to share what their partner shared with the class.

YOU DO **3**	Group students into pairs. Ask them to open the **Week 5 Student Hyperdoc** from your Google classroom. Tell students to open the **Individual Worksheet: Plan** by clicking on the link provided in the **CS+Community Week 5 Lesson 3** page in the **student hyperdoc**. **OR** Print out copies of the **Worksheet: Plan** slide and distribute to each student. Working in pairs and using what was modeled in the video, have students show plan and complete the slide.
YOU DO **4**	Group students into pairs. Ask them to open the **Week 5 Student Hyperdoc** from your Google classroom. Tell students to open the **Scratch Project Studio: Likes and Dislikes** by clicking on the link provided in the **CS+Community Week 5 Lesson 3** page in the **student hyperdoc**. Working in pairs and using what was modeled in the video, have students select one of the Scratch projects from the

	studio and use their **Worksheet: Plan** to modify the Scratch project for their likes and dislikes.
REFLECT & SHARE **6**	Open both the **Slide: Variable Anchor Chart** (make a copy) and the **Video: Variable Anchor Chart**. Project and play the video for the students. Using what was modeled in the video, have students show and tell you how to complete the slide. Have students review and pair share: ● What variables did you use in your code? ● When do you reset them? ● When do you change their values? ● If you had more time, what other sprite would you choose to be worth the most points? Invite students to share what their partner shared with the class.
DO MORE **7**	Ask students to open the **Week 5 Student Hyperdoc** from your Google classroom. Have students go to the **CS+Community Week 5 Lesson 3** page in the **student hyperdoc**. Tell students to follow the instructions for this section: ● Add more sprites. ● Add a third person.