# GOLDILOCKS & THE THREE BEARS: INPUT/OUTPUT

Course Name: Kindergarten ELA Time Frame: 3 lessons, 30 minutes each.

Unit/Theme: Goldilocks & the Three Bears Grade Level: Kindergarten

Lesson Summary: This lesson aligns with the district ELA unit "Goldilocks and the Three Bears." It integrates basic knowledge of computer input to achieve a simple goal: output. It is based on prior knowledge of basic computing: a command can be entered into a device in order to receive new data.

## **CONTENT AND SKILLS**

# **Learning Objectives:**

## Students will:

- Discover that a basic command causes a digital device to respond with new information
- Participate in an activity that simulates digital input/output.
- Describe the results of the activity.

#### **Essential Questions (optional):**

• How can I provide basic information to receive new information?

#### Student I can statements . . .

- I can name some ways people input information to receive additional information.
- I can input information, just like a computer device.
- I can describe the outcome.

## How will you meet the needs of SWD and ENL students?

- A video retelling of the story with closed captions will be available.
- Directions will be presented verbally.
- The lesson will be modelled by an adult.
- Adult assistance will be available.

## **Content Standards**

List all standards and how learners will meet the standard

- KSL5: Create and/or utilize existing visual displays to support descriptions.
- KSL2: Participate in a conversation about features of diverse texts and formats.
- KSL1: Participate in collaborative conversations with diverse peers and adults in small and large groups and during play.
- KW4: Create a response to a text, author, or personal experience (e.g., dramatization, artwork, or poem).
- KRF4: Will engage with emergent reader texts and read-alouds to demonstrate





comprehension.

• KR2: Retell stories or share key details from a text.

# **NYS Computer Science and Digital Fluency Standards**

List all standards and how learners will meet the standard

- Networks and System Design
  - K-1.NSD.1 (Hardware and Software) Identify ways people provide input and get output from computing devices.
- Networks and System Design
  - o K-1.NSD.5 (Network and Internet) Identify physical devices that can store information.
- Computational Thinking
  - o K-1.CT.6 (Algorithms and Programming) Follow an algorithm to complete a task.
  - o K-1.CT.5 (Abstraction and Decomposition) Recognize that the same task can be described at different levels of detail.
  - o K-1.CT.10 ((Algorithms and Programming) Collaboratively create a plan that outlines the steps needed to complete a task.

#### CASEL COMPETENCIES and/or NYS SEL BENCHMARKS

- K-3 Goal C. 2C.1b. Demonstrate adaptability and appropriate social behavior at school.
- K-3 Goal A. 1A.1b. Demonstrate control of impulsive behavior.
- K-3 Goal C. Identify ways to work and play well with others.

# **INSTRUCTIONAL PLAN**

List the steps of the lesson, including instructions for the students. How will you make sure this lesson is culturally responsive?

# Day 1:

- Review common themes found throughout multiple retellings of *Goldilocks and the Three Bears* from various cultures.
- Students volunteer to retell the story, using a familiar version as a visual guide.
- Introduce the students to a Seesaw activity, in which they will move the characters
  throughout a house while using the microphone to retell the story. Tell students that
  they are providing the input with the iPad and will receive output as Goldliocks moves
  through the house. K-1.NSD.1

## Day 2:

- Introduce the students to a grid, shown on the Smartboard. The grid contains black squares and some familiar pictures from *Goldilocks and the Three Bears* scattered around the grid. The grid is also labeled with a starting (Goldilocks) and ending point (Goldilocks leaving the Three Bears' home.)
- Show students how they can input directions by calling out commands, such as "go forward," "turn left," or "turn right" etc. Try this a few times, counting the number of steps as you go with tallies. K-1.CT.6
- Students will then receive their own paper copy of this grid and a picture of Goldilocks.
   They will practice with a partner moving Goldilocks through the grid to reach the end point in as few steps as possible. K-1.CT.6
- As an alternative, the teacher can mark the carpet using tape, or use the classroom





group carpet by marking off squares and using pictures. K-1.CT.5 Day 3:

- The students will be presented with a large floor grid on bulletin board paper, an enlarged version of the small paper grid they used previously.
- The teacher will model calling out directions to a partner (adult or child) as they physically move through the spaces from start to end.
- All students will have a chance to participate in both rolls, caller and Goldilocks.
   (Multiple large charts will be needed.) K-1.CT.6
- Students will gather to discuss their experience, including a discussion or how the caller provided input, and Goldilocks responded by providing output. What other devices can store information? K-1.NSD.5

## **BACKGROUND OR PRIOR KNOWLEDGE**

- Knowledge of how to use Seesaw and all tools.
- Knowledge of various retellings of Goldilocks and the Three Bears.
- Knowledge of classrooms rules and expectations.

## **INSTRUCTIONAL TECHNOLOGY INTEGRATION**

• Smartboard, iPads

## MATERIALS / RESOURCES

Add additional resources needed for this lesson such as templates, images, videos, etc.

- Seesaw retelling activity:
  <a href="https://app.seesaw.me/pages/shared">https://app.seesaw.me/pages/shared</a> activity?prompt id=prompt.317aaab9-bf0f-4f29-a89b-7e763f88794e&share
  token=x7qqLqFVRNmEcFBC7
  zxiq
- Teachers may use alternate grids, such as a classroom carpet with squares, or with taped off squares and images from a Goldilocks story. Use your imagination!
- Goldilocks and the Three Bears Grid.docx



