

CS+Data Lesson Plan: [Week 2: Lesson 1](#)

Note to Teachers: [Teach from the web page and use it as your lesson guide.](#) 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+Data 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:

- [Week 2 Overview Video](#).
- [How do I use Student Hyperdocs with Google Classroom Video?](#)
- Make a copy of the [Week 2 Student Hyperdoc](#) and share Hyperdoc with students over Google Classroom.
- [Anchor Chart Video - Event Part 1](#).

Review Learning Goal with Students: An event causes things to happen.

ELD Supports for Week 1 (upcoming)

UCSD Does 1	Project and play the video: Use TIPP (Title, Instructions, Purpose, Play) to learn about events with students.
We Do 2	Project and open both the Worksheet: Observe slide (make a copy) and the Scratch Project: Paper Dolls (link) to open the Scratch Project. Using what was modeled in the video, have students show and tell how to complete the slide and use TIPP to explore and play the Scratch project. Students navigate every move as the teacher drives.
UCSD Does 3	Project and play the video: Use SEE (Sprites, Events, Explore) to learn about events with students.
We Do 4	Open both the Worksheet: Explore slide (make a copy) and the Scratch Project: Paper Dolls (link) to open the Scratch Project. Using what was modeled in the video, have students show and tell how to complete the slide and explore (using SEE) inside the Scratch project. Students navigate every move as the teacher drives (Students are not using computers during the We Do).
You Do 5	Group students into pairs. Ask them to open the Week 2 Student Hyperdoc from Google classroom. Tell students to open the Scratch project Paper Dolls by clicking on the link provided in the CS+Data Week 2 Lesson 1 page in the Student Hyperdoc . Working in pairs, have students follow the instructions to explore and modify the Scratch project. When the students are done, have them save the Scratch project onto their computers.
Reflect & Share 6	<p>Open both the Slide: Event Anchor Chart slide (make a copy) and the Video: Event Anchor Chart. Project and play the video for the students. Using what was modeled in the video, have students show and tell how to complete the slide.</p> <p>Once the slide is completed, have students pair share:</p> <ul style="list-style-type: none">• What events are in your code?• What actions do they cause?• If you had more time, what would you make happen next?

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	Invite students to share what their partner shared with the class.
EXTRAS	Tell students to notice that in the Scratch image provided the person and place are both part of the backdrop .