

Introduce: Forever Loops

Blue Level Unit 2

Objectives

In this activity, students will:

- Will be introduced to the concept of forever loops through unplugged and plugged activities.

Activity Description (45-60 minutes)

5 min.	★ Introduce: Review the concept of forever loop using pages 6 and 7 (EN / SP) in the Blue Level Student Workbook. (5-10 min.)
30 - 40 min.	 Engage: Select from the activities below to engage students in learning about forever loops and what they do in computer programs. (30-40 min.) Getting Loopy video: Video on Loops for teachers Unplugged activities: Getting Loopy Scratch activities: Forever Loops: Dragon Boat Race (single project), Getting Unstack Loops (studio of projects), and these projects are based on forever loops.
5 min.	 REFLECT Ask students to think back on their experience learning about how a Computer Scientist would think about forever loops today by responding to these reflection prompts: • Can you explain forever loops to a friend? • Can you think of any way forever loops are used in real life?

Reviewing Student Work

- ★ Are students activating prior knowledge to understand forever loops?
- ★ Can students explain forever loops in their own words?

Lesson Notes

- ✚ Utilize a variety of resources to help students who get “stuck” while working on their project in Scratch. Encourage them to ask peers for support, explore [Scratch tutorials](#) or [Starter Cards](#), or utilize one of [these strategies](#) to get unstuck!