# Culturally Responsive Pedagogy in Computer Science Instructional Planning Template

Instructions: Fill in the CRP in CS lesson plan using the template below.

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Title:

**Grade Level:** 

**Content Area/s: Coding** 

Length: 5 days

# Which CS Standards are addressed?

CSTA K-12 Standards

Knowledge Constructor, one of the 7 pillars of Arizona's Educational Technology Standards <a href="https://www.azed.gov/sites/default/files/2022/01/Arizona%20Educational%20Technology%20Standards.pdf">https://www.azed.gov/sites/default/files/2022/01/Arizona%20Educational%20Technology%20Standards.pdf</a>

## Are other standards included?

New Mexico Content Standards
Arizona Content Standards
Common Core Literacy Standards
ISTE Standards for Students

Learning Objective(s): What is the purpose of your lesson? An understanding, attitude, appreciation? A concept? A skill? Ability? State specifically what you intend to have your students achieve, present, or demonstrate.

- Students will examine an application to extend their knowledge and practice of Google searching;
- Students will experiment with the help of an app template
- They will design app screens that are culturally significant to them
- They will get an introduction to coding

## Instructional Process(es):

What teaching method(s) will most likely bring about the desired understanding, concept, skill(s), abilities, etc.

Lesson is clearly sequenced and with appropriate transitions.

#### **Day 1**:

- State objectives & expectations for the week
- Pre assessment quiz
- Show sample app to students & explain the relation between the different screens
- Students start brainstorming & designing their screens on paper

# **Day 2**:

- Completion of screens on paper
- Introduction to Camel language
- Students design screens on provided template
- Students ID the elements on their screen using Camel language

## **Day 3**:

- Introduction to coding: comments/functions/variables
- Students create a comment & function

## **Day 4**:

• Students continue coding

## **Day 5**:

Post assessment: students present their app

#### **Classroom Learning**

Environment: How will you organize your classroom so that your students achieve your stipulated objective(s)? Whole class, small groups, individual, team learning, learning centers, individual centers, and group projects?

It will be a small group of students, working individually or in pairs according to their preferences. Each student will have access to a laptop with internet. I will use a large screen to facilitate visual sharing of the lesson.

Materials/Resources/Technol ogy: What materials must students use to attain the objective(s)? What technological support is needed to implement the materials?	Materials: 1. Pre assessment quiz 2. Laptop computers with internet 3. Large screen 4. Code.org website 5. App template provided to students 6. Model app
Inclusion: Understands the development and use of inclusive educational practices; and addresses the needs of diverse learners.	<ul> <li>Will set clear expectations</li> <li>Will employ positive reinforcement / encouragement</li> <li>Will facilitate students voice &amp; independence</li> <li>Will give choices to students: work independently/in pairs</li> </ul>
Culturally and linguistically responsive pedagogy How does your lesson/unit connect to CRP and the cultural, linguistic and/or home experiences of your students?	Students will inspire themselves from their own cultural background when designing their screens.

Assessment of Students' performance: What procedures, tools, and/or instruments will you use to determine if your students met the learning objective(s)? Different assessments are used: diagnostic, formative and summative. Keep in mind that objectives, assessment and instruction are aligned with each other.	Pre assessment: quiz on the following points:  • Student habits when they do online research • Student awareness & use of apps in their daily lives  Post assessment: • Student app presentation

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