

## Lesson 22: Your Final Project III

Powerful Ideas of Computer Science	Design Process, Algorithms, Representation, Control Structures
Powerful Ideas of Literacy	Writing Process, Sequencing, Literary Devices
PTD	Content Creation, Creativity
Palette of Virtues	Honesty, Generosity, Optimism
Children will be able to:	<ul style="list-style-type: none"> <li>Recall KIBO skills learned throughout the curriculum</li> <li>Test both hardware and software elements of final projects</li> </ul>
Vocabulary:	
Teacher Preparation:	<ul style="list-style-type: none"> <li><input type="checkbox"/> Read lesson plan.</li> <li><input type="checkbox"/> Read through the <a href="#">Show What You Know Information Sheet</a>.</li> <li><input type="checkbox"/> Print one copy per child of the <a href="#">Show What You Know Response Page</a>.</li> <li><input type="checkbox"/> Open the <a href="#">Show What You Know Teacher Slides</a> and read through them on a new tab before class starts.</li> <li><input type="checkbox"/> Locate <a href="#">Show What You Know Answer Key</a> to score results.</li> </ul>
<p><b>Show What You Know!</b> (20 minutes)</p> <ul style="list-style-type: none"> <li>Start off class with a quick check-in of the children's knowledge. This is the summative assessment for the curriculum. Hand out a copy of the <a href="#">Show What You Know Response Page or booklet</a> to each child and project the <a href="#">teacher slides</a> on the board. Read each question aloud and give children about 2 minutes per question. For more information see the <a href="#">Show What You Know Information Sheet</a>.</li> </ul> <p><b>KIBO Time</b></p> <p><i>Expressive Explorations</i></p> <ul style="list-style-type: none"> <li><b>Programming the Final Project</b> (Suggested Time: 20 minutes)</li> </ul>	

- Children will work on their projects. By the end of this session they should be finished with their projects.
- Encourage each child to include at least eight blocks, including the Start and End block, one module (ear or lightbulb), and a Repeat Block or If Block.
- To help children test their decorations or programs, add a testing station in the corner of the classroom where children can scan their program and make sure their decorations are securely attached.
  - Provide additional masking tape or yarn so that children can reinforce any parts of their decorations that are not securely attached.
- Make sure to take pictures of children's final programs so that they can recreate the programs for Lesson 23.

### **Closing Tech Circle**

- **K is for Kind Words To...** (*Suggested Time: 5 minutes*)
  - Have children go around the circle and say one compliment for a teammate.