

CS+Fables Lesson Plan:

Introductory Week Lesson 3

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 for Introductory Week: Lesson 3, modeling life-long learning for your students throughout these CS+Fables 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: Make sure you have the **Introductory Week Student Hyperdoc** available for students in Google Classroom.

Review Learning Goal with Students: Explore a Scratch Project with TIPP&SEE.

ELD Supports for Introductory Week Lessons

UCSD DOES 1	Project Introductory Week Lesson 3 Webpage; play and watch the video with students to use TIPP&SEE to explore a Scratch project.
WE DO 2	Open and project for students both the Worksheet: Observe slide (make a copy) and the Scratch Project: Fun with TIPP&SEE link to open the Scratch Project. Using what was modeled in the video, have students show and tell you how to complete the slide. Use TIPP&SEE to understand and play the Scratch project. Remember, teachers are projecting and students are directing teacher actions. (Students are not using computers during the We Do).
YOU DO 3	Group students into pairs. Ask them to open the Introductory Week Student Hyperdoc from Google classroom. Tell students to open the Scratch project Scratch Project: Fun with TIPP&SEE by clicking on the link provided in the CS+Fables Introductory Week Lesson 1 page in the student hyperdoc . Working in pairs, have students use TIPP&SEE to explore the Scratch project.
REFLECT & SHARE 4	Review the questions and have students pair share: What did you add to your project? If you had more time, what would you do next? Invite students to share what their partner shared with the class.