CS+Earth Lesson Plan:
Week 3 Lesson 1

Note to Teachers: <mark>Teach from the web page and use it as your lesson guide</mark>. 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+Community 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 Overview Video; make a copy of the **Week 3 Student Hyperdoc** and share Hyperdoc with students over Google Classroom; **OPTIONAL:** print Unit Anchor Charts, (8.5" x 11" or 17" x 11" for Word Wall) and Discussion Bubbles; review Anchor Chart Video (this is part 1).
Review Learning Goal with Students: Today we will learn that an if-then-else uses conditions to cause actions
ELD Supports for the Lessons

WARM UP **1**	This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or whole class. Read the objective aloud at the top of the page ("Today we will…". Then, project and display the **Warm Up**. Open both the **Slide: If-then-else Anchor Chart** slide (make a copy) and the **Video: If-then-else Anchor Chart**. Project and play the video for the students or use for your own understanding. Now students will answer the prompting questions. They should use the sentence frames in their discussion. Optional: Students can type their response in the student hyperdoc for this lesson. *See the ELD Support document for more information…*
WE DO **2**	Open and project the Scratch Project: **Scratch Project: Noise Pollution** and use **TIPP&SEE** (Title, Instructions, Purpose, Play; Sprites, Events, Explore) to learn about **if-then-else (conditionals)** with students. Have students show and tell you how to explore the Scratch project. Remember, teachers are projecting and students are directing teacher actions. (Students are not using computers during the We Do).
TURN & TALK **3**	This section is designed to encourage discussion among students; plan to facilitate pairs. Project and display the **TURN & TALK**. Using the content from the video, have students ask and answer the prompting questions. Tell students to use the sentence frames in their discussion to follow up with their partner and keep the conversation going. Tell students to use the **Slide: If-then-else Anchor Char**t as a guide for their discussion. Optional: Students can type their response in the student hyperdoc for this lesson. *See the ELD Support document for more information…*
UCSD DOES **4**	Project and play the video: **Use GACC** to plan code changes**.** (Students are **not using computers** during the UCSD DOES).
WE DO **5**	Open and project for students both the **Worksheet: Plan** slide and the **Scratch Project: Noise Pollution**. Using what was modeled in the video, have students show and tell you how to complete the slide. Use GACC 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 6	Group students into pairs. Ask them to open the **Week 3 Student Hyperdoc** from your Google classroom. Tell students to open the **Scratch Project: Noise Pollution** page in the **student hyperdoc**. Working in pairs, read the instructions from this section to the students and have them complete this task. When the students are done, have them save the Scratch project onto their computers.
REFLECT & SHARE 7	This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or whole class. Project the **Reflect & Share** section and have students discuss what they learned about **if-then-else**. They may also be sharing their project and explaining their process. Tell students to use the sentence frames in their discussion. Students can reference the **Slide: If-then-else Anchor Chart** as a guide. Optional: Students can type their response in the student hyperdoc for this lesson. *See the ELD Support document for more information…*