

CS+Fables Lesson Plan:

Introductory Week Lesson 2

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 2, 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: SEE: Sprites, Events, Explore.

ELD Supports for Introductory Week Lessons

UCSD DOES 1	Project Introductory Week Lesson 2 Webpage; play and watch the video with students to use SEE to learn to read code with the SEE (Sprites, Events, Explore) strategy.
WE DO 2	Open and project for students both the Worksheet: Observe slide (make a copy) and the Scratch Project: Taco Penguin (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 Taco Penguin 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 question and have students pair share: What did you add to your project? Invite students to share what their partner shared with the class.