CS+Fables Home Page

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CS+Fables Lesson Plan: Introductory Week Lesson 4

Note to Teachers: Teach from the web page and use it as your lesson guide. You don't 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+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: Review Introductory Week Lesson 4 web page, and make sure you have the Introductory Week Student Hyperdoc available for students in Google Classroom.
Review Learning Goal with Students: *Today we will learn how to save a Scratch Project.*
ELD Supports for the Lessons

WARM UP 1	This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or whole group. Read the objective aloud at the top of the page ("Today we will…".) Then, project and display the **Warm Up**. Now students will answer the prompting questions. They should use the sentence frames in their discussion. **See the ELD Support document for more information…*
UCSD DOES 2	Project, play and watch the video: **Use File -> How to save your Scratch Project to your computer** with students.
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. **See the ELD Support document for more information…*
WE DO 4	Open and project for students the **Scratch Project: Taco Penguin**. Using what was modeled in the video, have students follow the instructions. ***Remember***: teachers are projecting and students are directing teacher actions. (Students are **not using computers** during the WE DO).
YOU DO 5	Group students into pairs. Ask them to open the **Introductory Week Student Hyperdoc** from Google classroom. Tell students that they can decide which Scratch Project they would like to explore and work on. Students can start on one, work in pairs, and use **TIPP&SEE** to explore and modify the Scratch project. When the students are done, have them save the Scratch project onto their computers.
REFLECT & SHARE 6	This section is designed to encourage discussion among students; plan to facilitate pairs, groups, or whole group. Project the **Reflect & Share** section and have students discuss what they learned about **saving a Scratch Project**. They may also be sharing their project and explaining their process. Tell students to use the sentence frames in their discussion. **See the ELD Support document for more information…*

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