# Culturally Responsive Pedagogy in Computer Science
# Instructional Planning Template

*Instructions: Fill in the CRP in CS lesson plan using the template below.*

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<table>
<tr><td colspan="2">Title: Food Pop Culture<br><br>Grade Level: 6th Grade<br><br>Content Area/s: Coding<br><br>Length: 5 days<br><br>Which CS Standards are addressed?<br>CSTA K-12 Standards<br><br>Are other standards included?<br>New Mexico Content Standards<br>Arizona Content Standards<br>Common Core Literacy Standards<br>ISTE Standards for Students</td></tr>
<tr><td>Learning Objective(s): What is the purpose of your lesson? An understanding, attitude, appreciation? A concept? A skill? Ability? State specifically what you intend to have your students achieve, present, or demonstrate.</td><td>Students will:<ul><li>Be able to design and code an app utilizing the Code.org App Lab<ul><li>Featuring buttons, text, images, sounds, and screens.</li></ul></li><li>Students will highlight foods from their cultural background in the form of recommendations</li></ul></td></tr>
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| **Instructional Process(es):** What teaching method(s) will most likely bring about the desired understanding, concept, skill(s), abilities, etc. Lesson is clearly sequenced and with appropriate transitions. | **I will be utilizing modeling and scaffolding to differentiate learning for my students. I will provide sample apps so students may explore through the features of the apps.** |
| **Classroom Learning Environment:** How will you organize your classroom so that your students achieve your stipulated objective(s)? Whole class, small groups, individual, team learning, learning centers, individual centers, and group projects? | **Students will receive whole class instruction with modeling/scaffolding of the unfinished app. Team learning with a mock gallery walk to learn from peers at their table groups. Individualized support will be provided as needed.** |
| **Materials/Resources/Technology:** What materials must students use to attain the objective(s)? What technological support is needed to implement the materials? | • **Chromebooks**<br>• **Code.org account** |
| **Inclusion:** Understands the development and use of inclusive educational practices; and addresses the needs of diverse learners. | **By providing an unfinished app for the students to remix instead of starting one from scratch, most students will have the ability to reach the desired outcome of a completed app. Support will be provided as needed to support individualized learners, as well as ensuring that all students feel safe in sharing their culture and beliefs in our learning environment.** |

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| **Culturally and linguistically responsive pedagogy** How does your lesson/unit connect to CRP and the cultural, linguistic and/or home experiences of your students? | **This lesson allows students to share and celebrate their cultural background by recommending cultural cuisines to other students as a way of recognizing their homelife.** |
| **Assessment of Students' performance:**<br>What procedures, tools, and/or instruments will you use to determine if your students met the learning objective(s)? Different assessments are used: diagnostic, formative and summative. Keep in mind that objectives, assessment and instruction are aligned with each other. | **Students would be graded utilizing a rubric that outlines the requirements of the app design and coding process:**<br>● **Students would need to remix the app to be culturally relevant to themselves.**<br>● **Students would need to be able to add on additional code and design to complete their app from the given template.**<br>● **Students will be graded on the quality of their work provided.** |