

Coding as Another Language - KIBO

(CAL-KIBO)



Ist Grade Curriculum Roadmap

Children learn about what a robot is (and is not), explore human languages and programming languages, are introduced to KIBO, and learn about algorithms.

Children learn about the Beep Block and Sing Block, decorate their KIBOs using arts and crafts, explore debugging, and learn about the Lightbulb and Light Block.

Re-Read Woosh! in Lesson 10.

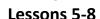
Children learn about the Light Sensor, Distance Sensor, and conditionals. Children also begin to work on their final project around *Giraffes Can't* Dance.

Read Aloud Giraffes Can't Dance in Lesson 19.

Lessons 1-4

Lessons 9-12

Lessons 17-20



Children learn about the Design Process, explore KIBO's programming blocks, and write their first programs.

Read Aloud Whoosh!: Lonnie Johnson's Super Soaking Stream of Inventions in Lesson 7.

Lessons 13-16

Children explore the Wait for Clap Block and Sound Sensor, and learn about repeat loops. Children also program KIBO to dance to "Teddy Bear, Teddy Bear."

Dance to "Teddy Bear, Teddy Bear" in Lesson 15.

Lessons 21-24

Children complete their final Giraffes Can't Dance projects. As they share in a final showcase, they discuss collaborations and contributions.

Key Activity - Lesson 10: Sharing Our Inventions

Based on the book *Whoosh!*, children create and program an invention with KIBO.

Key Activity - Lesson 14: Teddy Bear, Teddy Bear

Children program KIBO to dance to "Teddy Bear,"
Teddy Bear"

Key Activity - Lesson 22: Your Final Project III

Children complete their KIBO program based on the beginning, middle & end of a dance party in *Giraffes Can't Dance*.