

Lesson 14:  
Program the Hokey Pokey!

**Lesson 14 Overview:** In Lesson 14, children are introduced to the Lightbulb and the Light Blocks. Children will start to write a KIBO program that will accompany the “Hokey Pokey” song.

**Powerful Ideas from Computer Science:** Algorithms, Representation  
**Powerful Ideas from Literacy:** Sequencing

**I. Warm Up: Hokey Pokey**

- Sing and dance the *Hokey Pokey* as a class! End with a “robot verse.”

**II. Opening Tech Circle: Programming the Hokey Pokey & Group Brainstorm**

- Explain to children that they will program their KIBO to dance the hokey pokey.
- As a class, brainstorm what blocks children could use to program KIBO to dance the *Hokey Pokey*.

**III. Word Time: Group Brainstorm**

- Using their Design Journal, in groups, children should start to plan their *Hokey Pokey* programs.

**IV. KIBO Time: Lights On & Project Time**

- Introduce children to a new KIBO part: the lightbulb! Explain that the lightbulb needs its own special blocks. Point out that all the Light Blocks are yellow, just like all the movement blocks are blue.
- In groups, children can start to create their *Hokey Pokey* programs. Go around and take pictures of each group’s program.

**V. Closing Tech Circle: Solutions Circle**

- Have children discuss challenges they’ve encountered in programming. As children share out, have other children in the class provide possible solutions.

**KIBO Blocks:**

Light Blocks