Coding as Another Language - KIBO (CAL-KIBO)

Lesson 15:
More Hokey Pokey!

Lesson 15 Overview: In Lesson 15, children finalize their KIBO *Hokey Pokey* dance programs, decorate their KIBOs, and share their program with the class.

Powerful Ideas from Computer Science: Algorithms
Powerful Ideas from Literacy: Sequencing

I. Warm Up: The Hokey Pokey

• Sing and dance the *Hokey Pokey* as a class again! End with a "robot verse."

II. Opening Tech Circle: Adding to Our Projects

• Explain to children that today they will finish working on their *Hokey Pokey* projects, including decorating KIBO.

III. KIBO Time: Revisiting the Program & Decorating our Dancers

• Children can continue programming their *Hokey Pokey* project. Be sure to document their programs with photographs.
• Have children use crafting materials to decorate their KIBOs. Take pictures of children's decorated KIBOs.

V. Closing Tech Circle: That's What It's All About

• Ask children to share their *Hokey Pokey* programs, including their code. Have all the groups then run their project at once and dance the *Hokey Pokey* as a class!