

Lesson 19: The Turnip

Lesson 19 Overview: In Lesson 19, children will order the events of a story in a sequence, and plan a project using a graphic organizer.

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

I. Warm Up: The Enormous Turnip

- Read the book *The Enormous Turnip* with the class.

II. Opening Tech Circle: Order of Events

- Review the order of events in the story *The Enormous Turnip*, showing examples from the book.
- Pick three scenes to discuss and ask children where they belong in the story – the beginning, middle, or end. Have children place the events in order. Ask what would happen if we rearranged the story so the middle scene was first, and first scene was last.

III. Word Time: Connecting Characters to Action & Making Our Plan

- Tell children they will start a project based on the story they just read. Introduce the graphic organizer in their Design Journal that children will use to sequence the events of their character in the story.
- Model the graphic organizer for the class, choosing a character from the story you're reading.
- In their Design Journal, and in groups of no more than 3, children will work together to decide which character they will use for their final project. Groups will also choose three important actions or events for their character.

IV. Closing Tech Circle: Challenge Sharing Time

- Based on their Design Journal work, children share their plans with the class. Encourage children to compliment each other's projects or ask questions.