Coding as Another Language - KIBO
(CAL-KIBO)

DEVTECH RESEARCH GROUP

**Lesson 20:
Your Final Project I**

Lesson 20 Overview: In Lesson 20, children will identify the beginning, middle, and end scenes from *The Enormous Turnip* and start to program their final projects.

Powerful Ideas from Computer Science: Representation, Design Process
Powerful Ideas from Literacy: Sequencing, Writing Process

I. Warm Up: One Sentence Story

- Explain that a one sentence story is when each child gets to tell one piece of the story. The teacher starts the story with "Once upon a time there was a programmer." Children go around and each add one sentence to the story, ultimately ending up with one story from the class.

II. Opening Tech Circle: Order of Events

- Recall the sequence of events in the story *The Enormous Turnip*. Show examples from the book. Pick 3 scenes to talk about and ask children where they belong in the story - beginning, middle, or end. Children practice ordering the events in the story

III. KIBO Time: Making a Plan & Story Planning

- Explain to children that you will be drawing the connection between the story and our programs, using the character events and actions they added to their Design Journals in the previous lesson.
- For each event, ask children, What blocks make sense for this event/action?, helping to make the story-program connection.
- Children should work in groups to create their KIBO program in their graphic organizer. The program should include at least six blocks, and use both the Sound Sensor and Light bulb,
- Take pictures of each group's program.

IV. Closing Tech Circle: K is for Kind Words Too

- Have children go around the circle and give one compliment to a teammate.