Coding as Another Language - KIBO
(CAL-KIBO)

**Lesson 21:
Your Final Project II**

Lesson 21 Overview: In Lesson 21, children will decorate their KIBO using arts and crafts material to represent a character from *The Enormous Turnip*.

Powerful Ideas from Computer Science: Design Process
Powerful Ideas from Literacy: Writing Process

DEVTECH RESEARCH GROUP

I. Warm Up: Guess Who?

- Play a game of Guess Who? If you know the children well enough, pick one child in the classroom and give hints about them. Or, use characters from one of the books (e.g., Katherine – loves computing, machines; Farmer – loves turnips, asks for help)

II. Opening Tech Circle: Character Creation

- Tell children that they are going to decorate their KIBO to represent the character they chose from the story.

III. KIBO Time: Creation Guide & Decorating KIBO

- Remind children of the many ways they can decorate KIBO (e.g., using construction paper, scissors, and tape to attach decorations to the art platform; drawing or writing on dry erase boards and securing them to the flagpole; decorating paper or plastic plates and securing them to the art platforms).
- Have children use crafting materials to decorate their KIBO to resemble their character.
- Take pictures of children's decorated KIBOs and programs.

IV. Closing Tech Circle: Star and a Wish

- In a circle, each child shares one thing they like about their project (*Star*). The circle reverses, and each child shares one thing they are looking forward to adding or changing to their project (*Wish*).