

# Coding as Another Language - KIBO (CAL-KIBO)



#### KINDERGARTEN CURRICULUM ROADMAP

Children learn about what a robot is (and is not), explore human languages and programming languages, and are introduced to KIBO.

Children learn how to create a goal-directed program, decorate their KIBOs using arts and crafts, and explore debugging.

**Re-Read** *Hidden Figures* in Lesson 9 and Lesson 10.

Children learn aboutrepeat loops and begin to work on their final project around *The Enormous Turnip*.

**Read Aloud***The Enormous Turnip* in Lesson 19.

Lessons 1-4 Lessons 9-12 Lessons 17-20

Lessons 5-8

Children explore KIBO's programming blocks, and learn what an algorithm is. Children also learn about the Design Process and Writing Process.

**Read Aloud** *Hidden Figures: The True Story of Four Black Women and the Space Race* in Lesson 8.

**Lessons 13-16** 

Children explore the Beep Block, Wait for Clap Block, Light Blocks, Lightbulb, and Sound Sensor.
Children program KIBO to dance the Hokey Pokey.

Sing and Dance The Hokey Pokey in Lesson 14.

Lessons 21-24

Children complete their final *Enormous Turnip* projects. As they share in a final showcase, they discuss collaborations and contributions.

#### Key Activity - Lesson 10: It's Our Party

Based on the book *Hidden*Figures, children create a program that celebrates the Apollo mission landing on the moon.

## Key Activity - Lesson 15: More Hokey Pokey!

Children program KIBO to dance the *Hokey Pokey*.

### Key Activity - Lesson 22: Your Final Project III

Children complete their KIBO program based on the beginning, middle & end of the adventure in *The Enormous Turnip*.