

Lesson 19:
Dancing Giraffes

Lesson 19 Overview: In Lesson 19, children will order the events of *Giraffes Can't Dance* in sequence and plan their final projects using a graphic organizer.

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

I. Warm Up: Giraffes Can't Dance

- Read the book *Giraffes Can't Dance* together as a class.

II. Opening Tech Circle: Order of Events

- Review the order of events in the story *Giraffes Can't Dance*, 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: Our Unique Dance & Journaling Time

- 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: Sharing Our Goals

- Remind children that, just like Gerald in the book, we are always learning new things and making new goals!
- Each child shares one "rose" (thing that they learned today) and one "bud" (thing they want to know more about and are excited about learning).

Vocabulary:

Scenes