Coding as Another Language - KIBO
(CAL-KIBO)

DEV TECH RESEARCH GROUP

Lesson 20:
Your Final Project I

Lesson 20 Overview: In Lesson 20, children will start to program their final projects.

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

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: Re-Reading Giraffes Can't Dance

- Re-read *Giraffes Can't Dance* together as a class.

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 eight blocks, use both the Sound Sensor and Light bulb, and a Repeat Block or an If Block.
- Take pictures of each group's program to document their work and for future reference.

IV. Closing Tech Circle: Sharing Our Plans

- Each group should share at least one event that will happen in their program/dance party for Gerald, and the blocks they will use to represent that event.