Coding as Another Language - KIBO
(CAL-KIBO)

DEV TECH RESEARCH GROUP

**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 *Giraffes Can't Dance*.

Powerful Ideas from Computer Science: Design Process, Hardware/Software
Powerful Ideas from Literacy: Writing Process, Tools of Communication and Language

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., Lonnie – loves inventing things; Chimps – love doing the cha cha).

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).
- **Remind children that we cannot glue anything to KIBO or write or draw directly on KIBO**
- 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: Celebrating Our Strengths

- Explain to children that just like the characters in the book, they are all unique! And just like Gerald and the other animals, they all have things that they're good at! In a circle, have each child share one thing they love to do.