

**Lesson 10:
Find That Bug**

Lesson 10 Overview: In Lesson 10, children are introduced to the concept of debugging, learn to identify errors, or “bugs,” in KIBO programming and written text, and strategies to correct these bugs.

Powerful Ideas from Computer Science: Design Process, Debugging
Powerful Ideas from Literacy: Writing Process, Editing and Audience Awareness

I. Warm Up: Debugging Programmer Says

- Choose children to hold up KIBO Blocks at the front of the class, but have children stand in an order that KIBO wouldn't be able to read.
- Have the other children guess what's wrong and provide a solution for fixing it!

II. Opening Tech Circle: Let's Debug!

- Explain to children that debugging is a word used in computer science to describe when people find errors in their computer programs and use different strategies to solve the problem.
- As a class, create a list of strategies for finding bugs in programs using the Strategy List Anchor Chart.

III. Word Time: D-E-B-U-G

- Show children the DEBUG Anchor Chart.
- Guide children through each letter and discuss the strategies it stands for.

III. KIBO Time: Where's the Bug?

- Recreate some Buggy Programs and explain to children what your plan was (e.g., what you want it to do)
- Have children take turns debugging the program

IV. Closing Tech Circle: Solving Bugs

- Come up with a celebratory cheer or special high-five whenever a child solves a problem they have been facing.

Vocabulary:

Bug
Debugging