

**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 My Granny Went to Market

- Re-read *The Three Little Pigs* together as a class.

III. KIBO Time: Story Planning

- Have children work in groups to create their KIBO program using their graphic organizer, while also physically exploring the programming blocks. Make sure children remember to think about the connection between the blocks they choose and the three events of their magic carpet journey.
- Children’s final projects should incorporate at least 10 blocks, use both the Sound Sensor and Light bulb, a Repeat Block, an If Block, and at least one nested statement or loop. Encourage children to be as creative as possible while still being intentional about which blocks they choose.
- Go around and take pictures of each group’s program.

IV. Closing Tech Circle: Our Cultural Values

- Each group should share at least one event that will happen in their play.
- Children can give compliments to each other using the “K is for Kind Words to...” sentence prompt.