

**Lesson 21:  
Your Final Project II**

**Lesson 21 Overview:** In Lesson 21, children will decorate their KIBO for their final project using arts and crafts material.

**Powerful Ideas from Computer Science:** Design Process, Representation  
**Powerful Ideas from Literacy:** Writing Process

**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., Mary – loves working on teams; First Pig – loves building things, sticks)).

**II. Opening Tech Circle: Character Creation**

- Tell children that they are going to decorate their KIBO to represent their character in the play.

**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).
- 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: Sharing Our Design Process**

- In a circle, have each child share one interesting or surprising thing they learned as they made their final projects. Children are also welcome to share a challenge they encountered.
- Other children are encouraged to help brainstorm possible solutions.