

Lesson 3:
Order Matters

Lesson 3 Overview: Lesson 3 introduces the concept of algorithms through a ScratchJr demo and unplugged games.

Powerful Ideas from Computer Science: Algorithms
Powerful Ideas from Literacy: Sequencing, Editing and Audience Awareness

I. Warm Up: Word Scramble

- Use cut out words of the sentence ("The cat is on the mat"), scramble them, and read out/have someone read the scrambled sentence (e.g., "mat the on is cat the"). Discuss if this makes sense and ask children to put the words into the right order.

II. Opening Tech Circle: Human and Computer Language

- Explain that algorithms are a sequence of steps in the right order. Go over an example with the children: Washing your hands. If a human were telling another human to wash their hands, they'd know what to do! Now pretend a computer has hands! If a human were telling a computer to wash their hands, you'd need to tell them each step in the right order (e.g., walk to sink, turn on water, etc.).

III. Word Time: Design Journal L3

- In Design Journals, children decide the right order to brush their teeth by circling the appropriate image for the first, second, third, and last step.

IV. Unplugged Time: Program the Teacher

- The teacher will now be the computer and children will get to program them! Children will be responsible for verbally directing their teacher to special destinations in the classroom (e.g., to a bookcase or a closet) or doing a task (e.g., making a sandwich). The instructions the children give to the teacher must be specific.

V. ScratchJr Time: What Is Cat Doing?

- The teacher shares their ScratchJr project again with the class. This time, show the code and explains that this is an algorithm in ScratchJr.

VI. Closing Tech Circle: Programming Clean-Up

- Remind students of the Clean Up Song and the rules they learned in the first class. Children program the teacher to put away their tablet.

Vocabulary:

Order

Algorithm



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