

Lesson 14:
Teddy Bear,
Teddy Bear

Lesson 14 Overview: In Lesson 14, children will program KIBO to dance to the *Teddy Bear, Teddy Bear* jump rope rhyme.

Powerful Ideas from Computer Science: Representation, Debugging, Design Process
Powerful Ideas from Literacy: Literary Devices, Sequencing

I. Warm Up: Teddy Bear Jump Rope

- Sing and dance to *Teddy Bear, Teddy Bear* as a class.

II. Opening Tech Circle: Teddy Bear Algorithm

- Explain to children that the rhyme is an algorithm telling the *Teddy Bear* (and the jump-rope-er) what to do.
- Today and next class, they will program KIBO to follow the *Teddy Bear, Teddy Bear* algorithm.

III. KIBO Time: Making a Plan & Dance Planning

- In groups, children should use their Design Journal to plan KIBO's program to *Teddy Bear, Teddy Bear*.
- Encourage children to think of creative actions to represent instructions like "show your shoe" or "touch the sky."
- In their groups, children can begin creating their programs.

IV. Closing Tech Circle: Sharing Our Creations

- Have each group share their program. Encourage children to discuss their thinking behind their program.