Unit 1 Lesson 1

Debugging: Unspotted Bugs

Resources

Great

Good

Okay

Bad

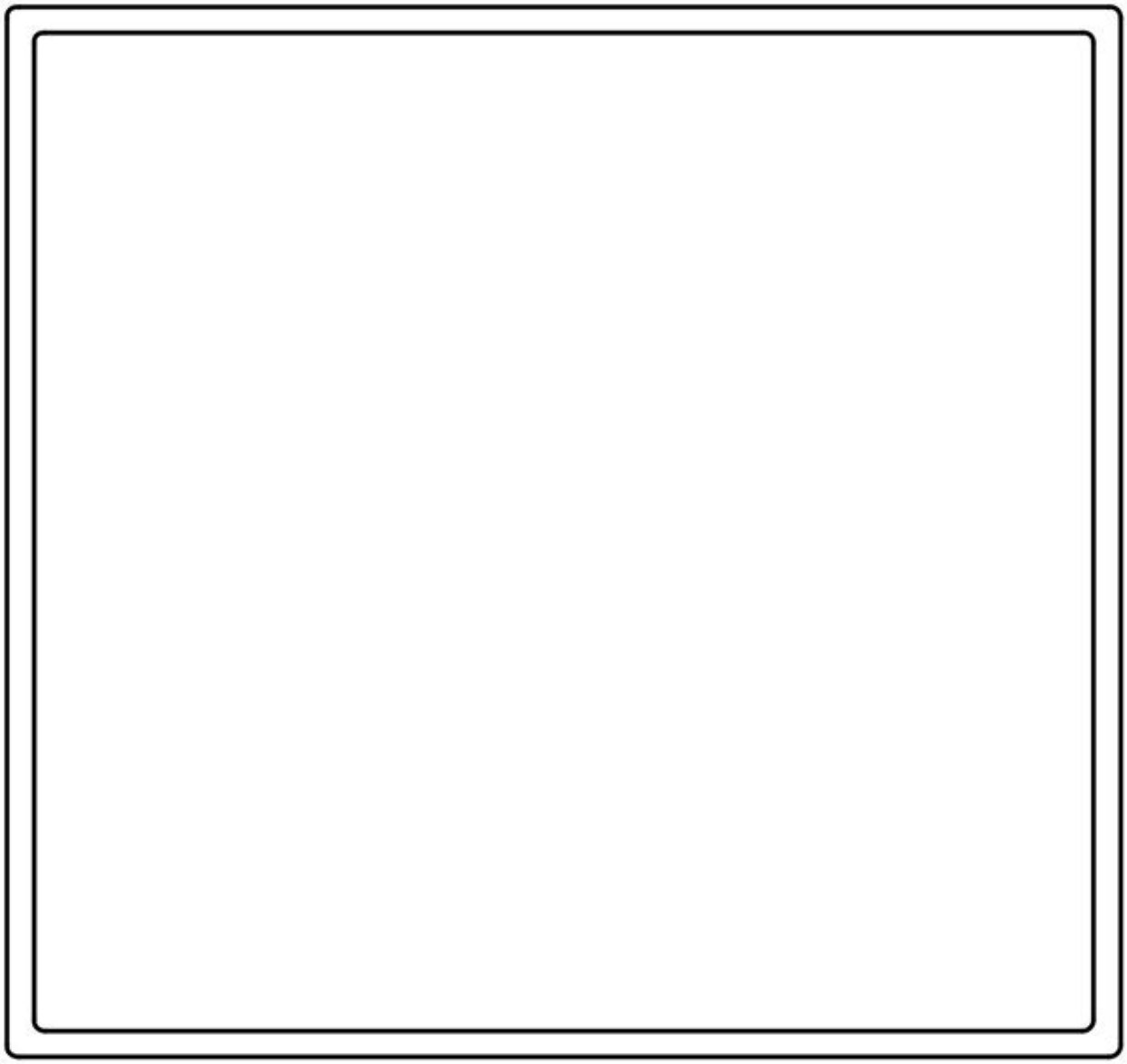
Sad

Angry

Frustrated

Confused

This Journal Belongs To



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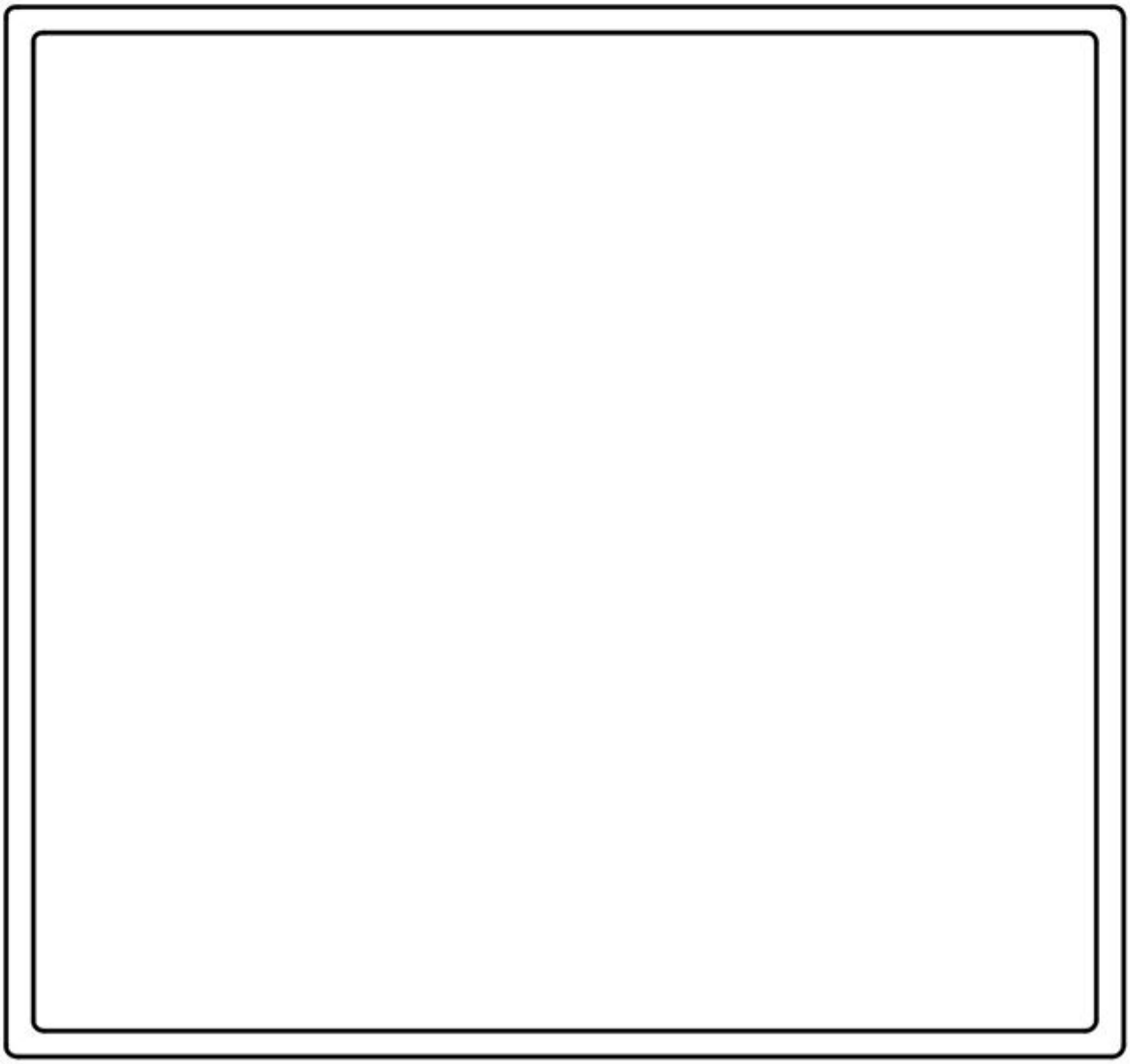
My Think Spot Journal

Date:



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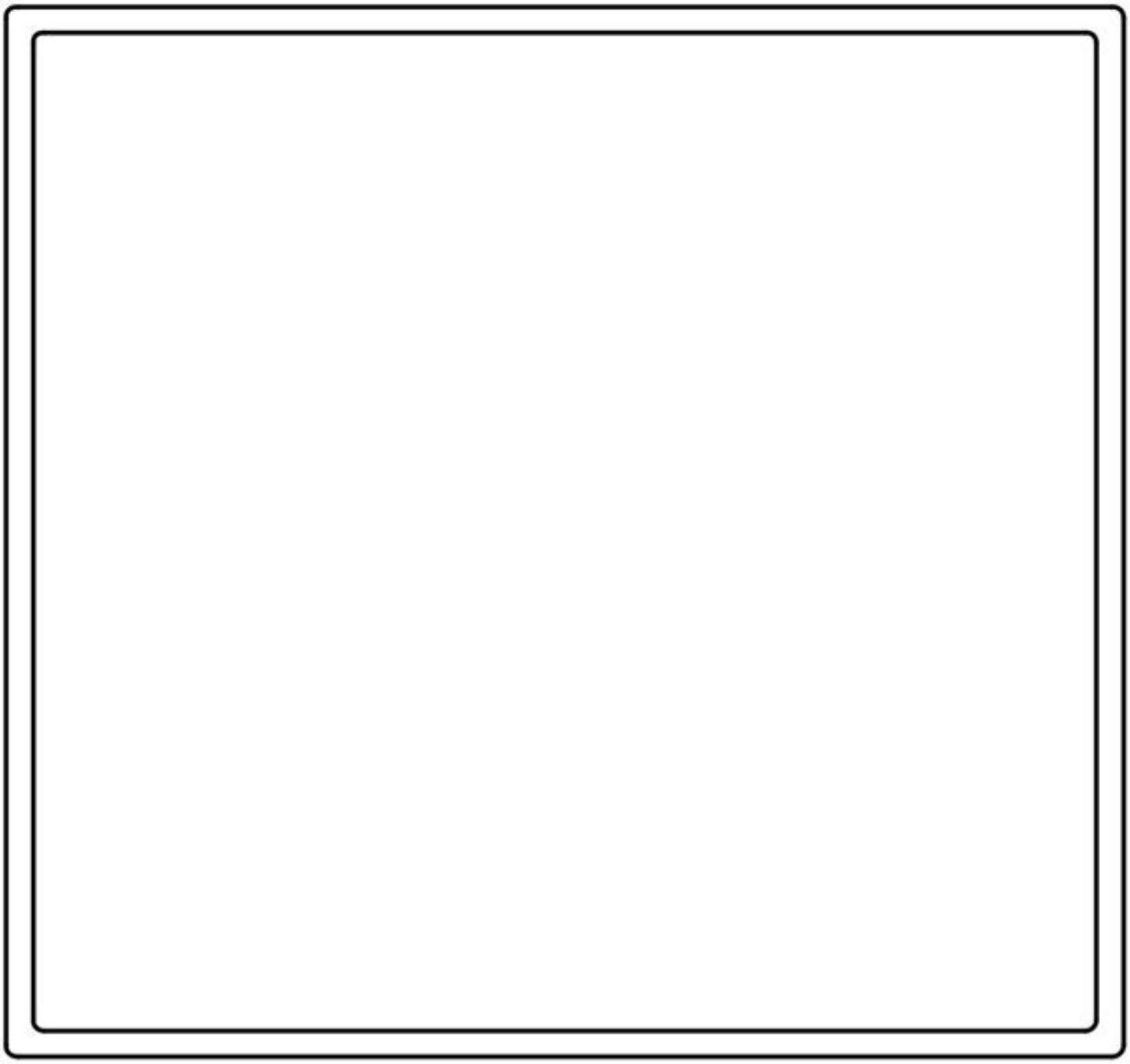

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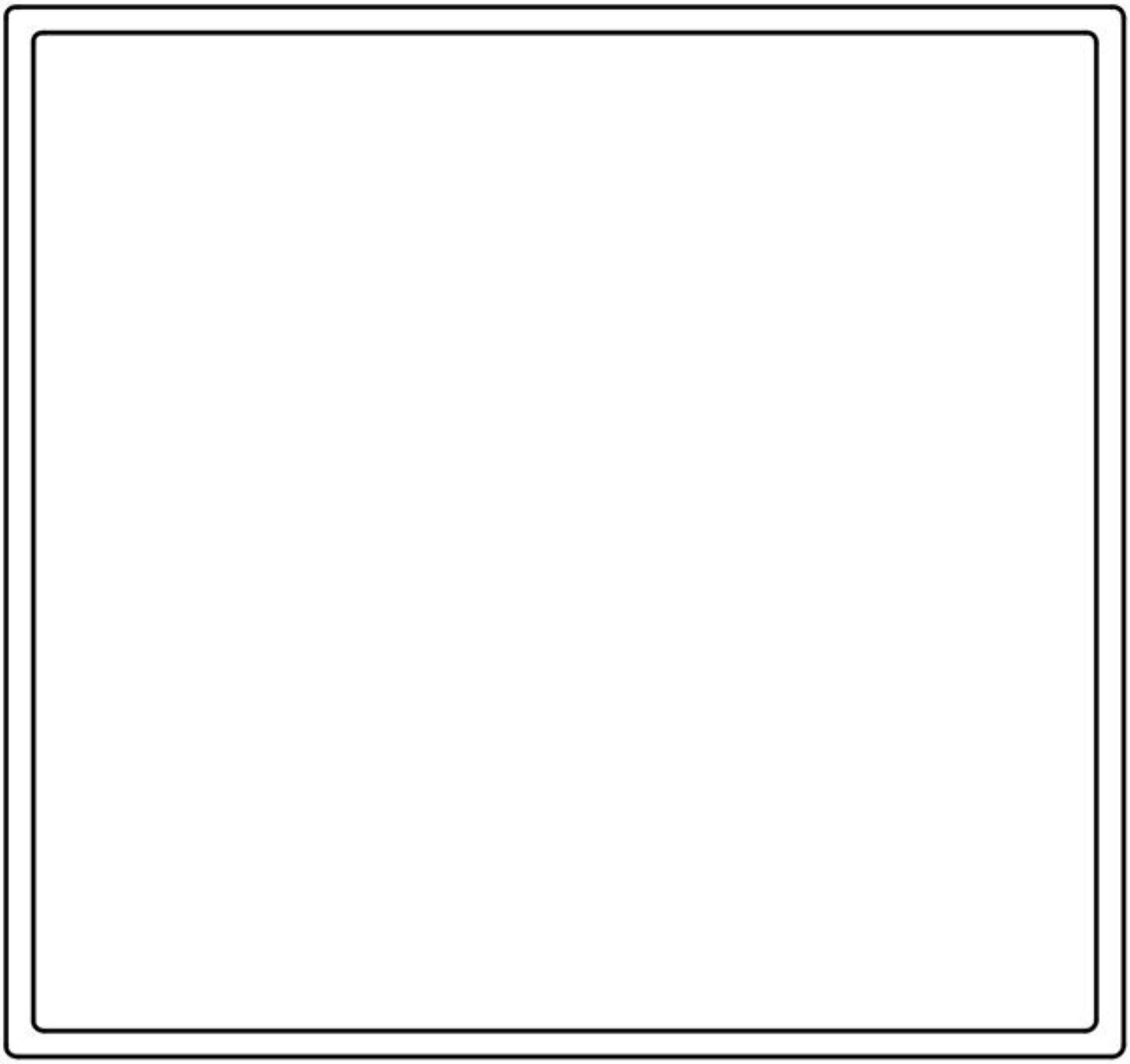

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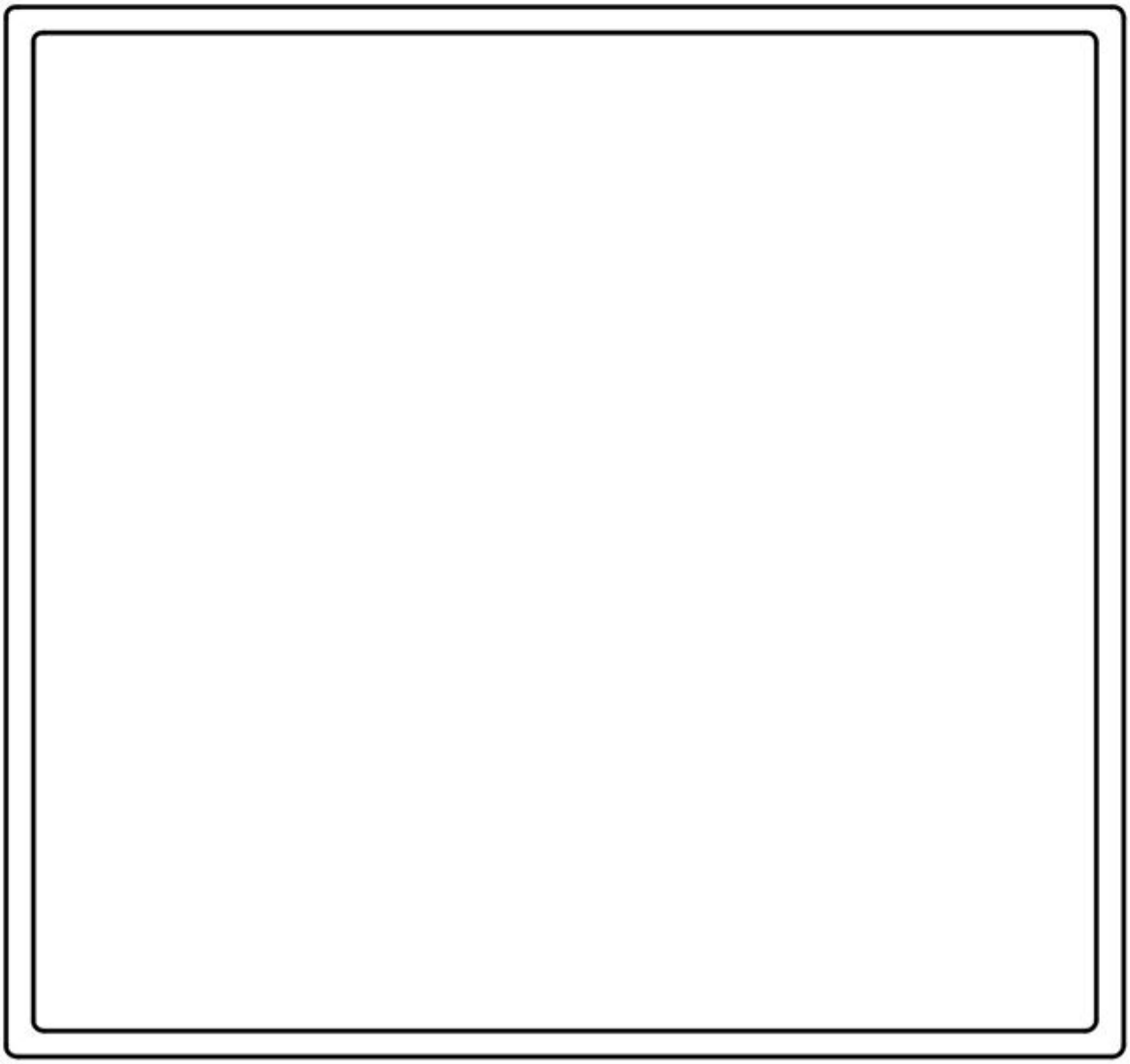

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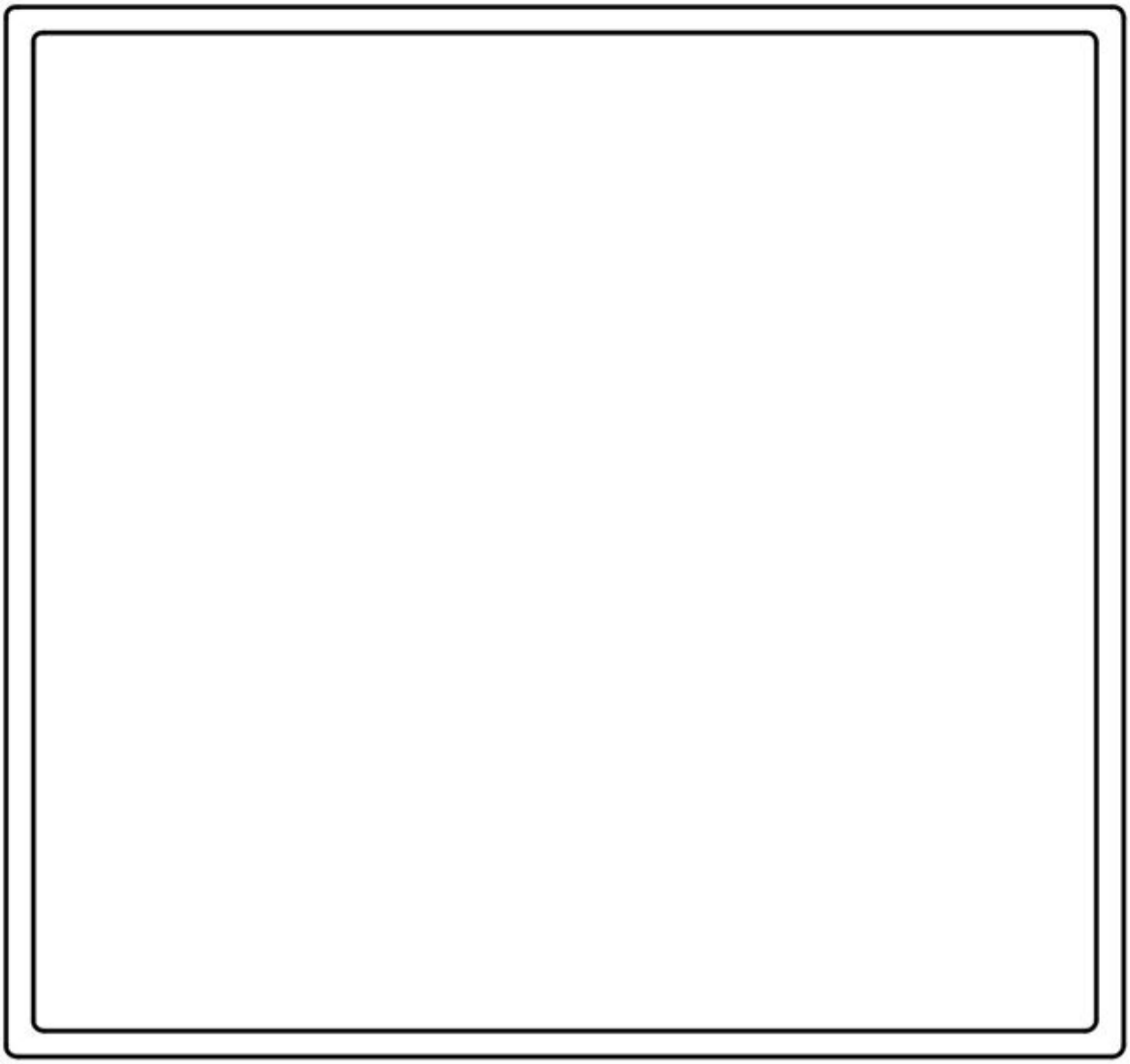

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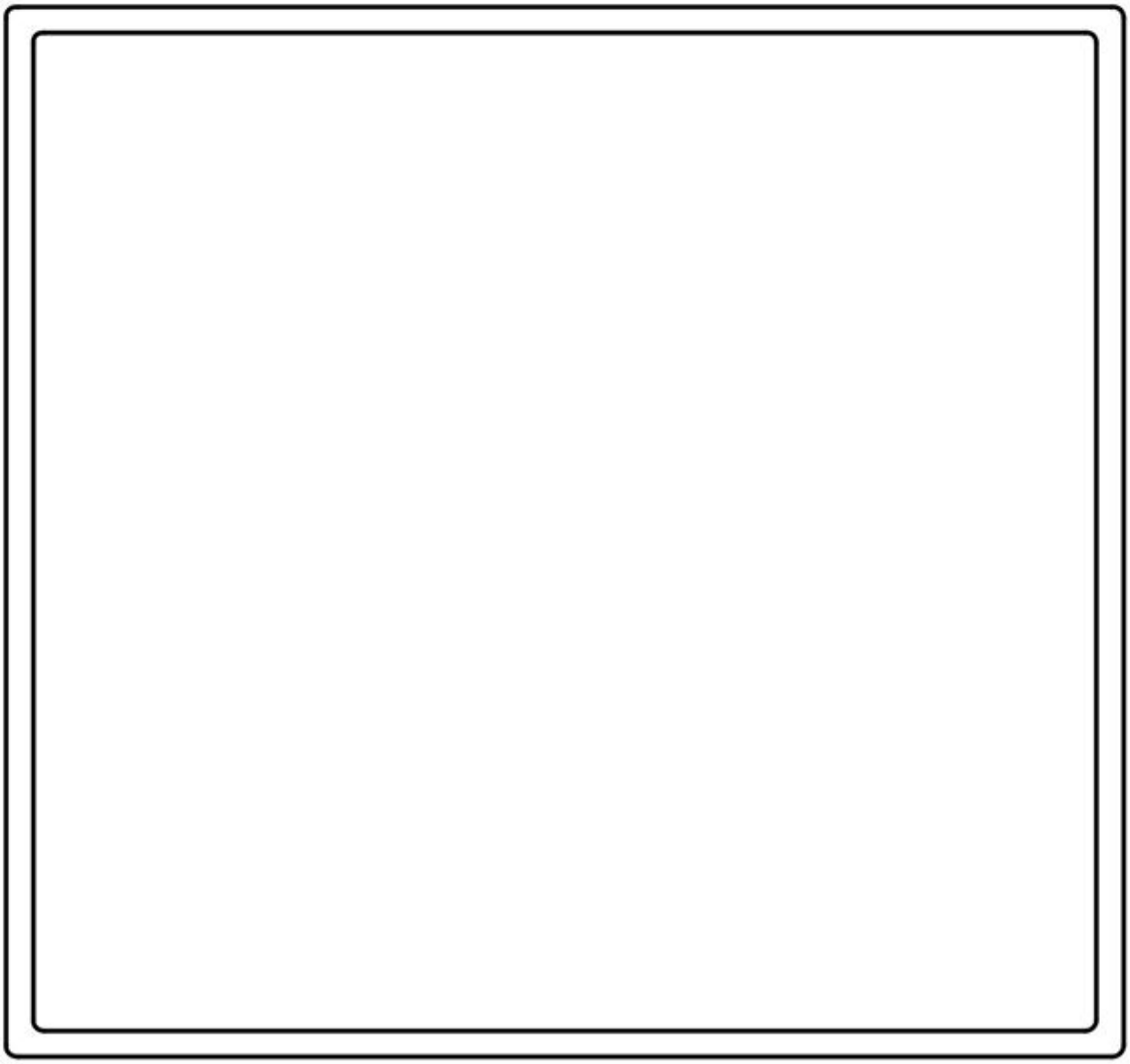

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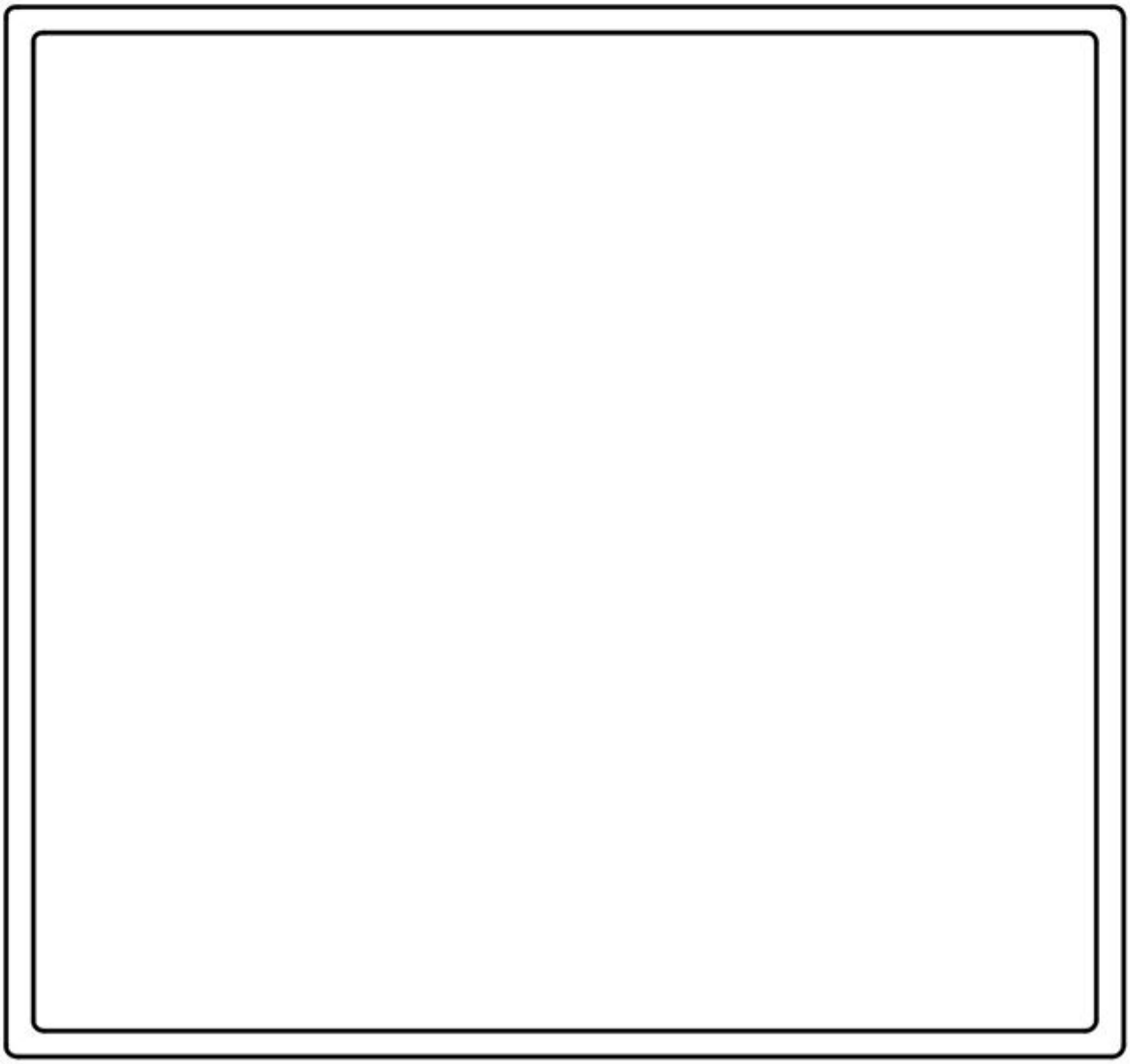

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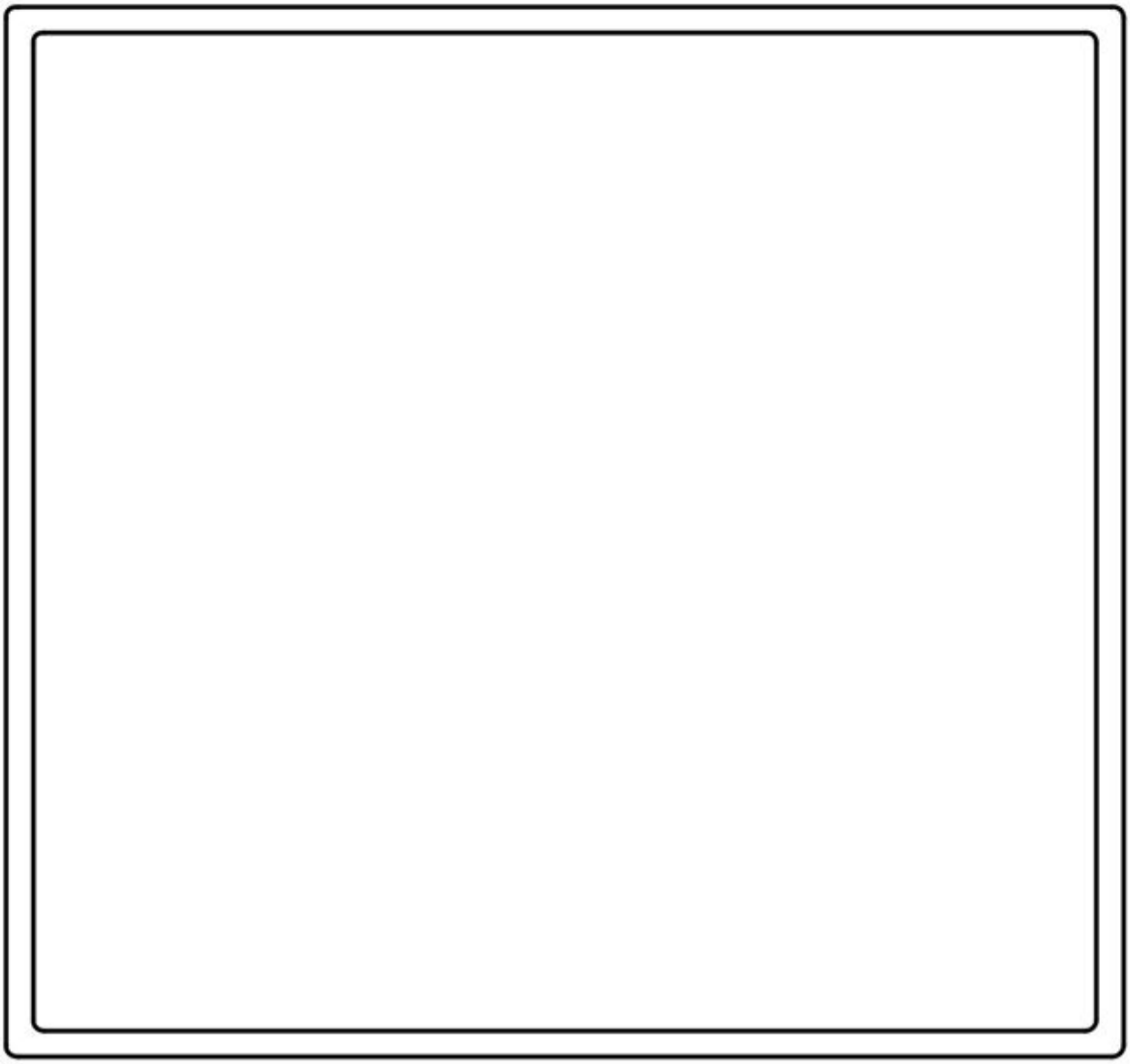

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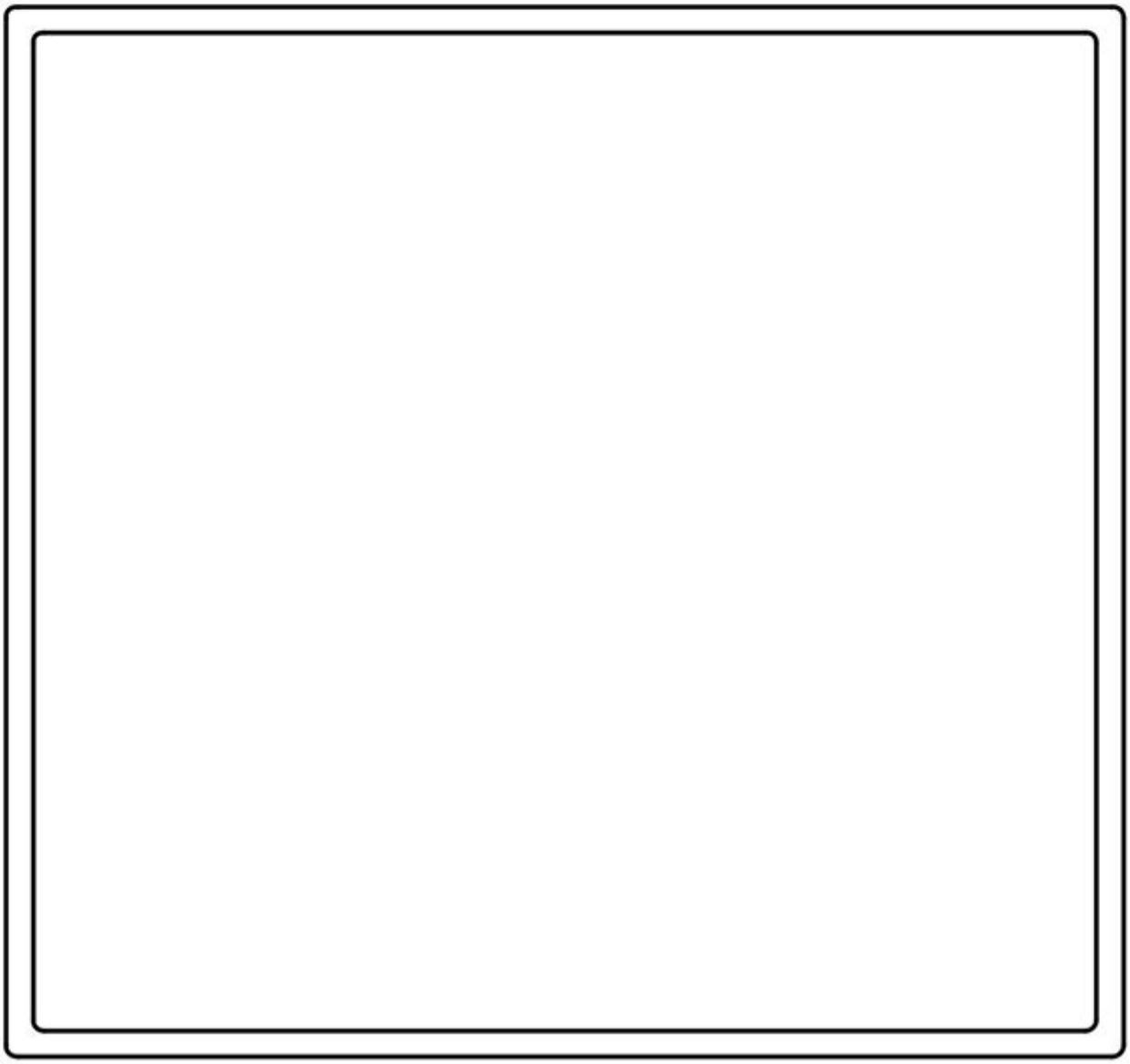


Unit 1 Lesson 2

Persistence & Frustration: Stevie and the Big Project

Resources

Great

Good

Okay

Bad

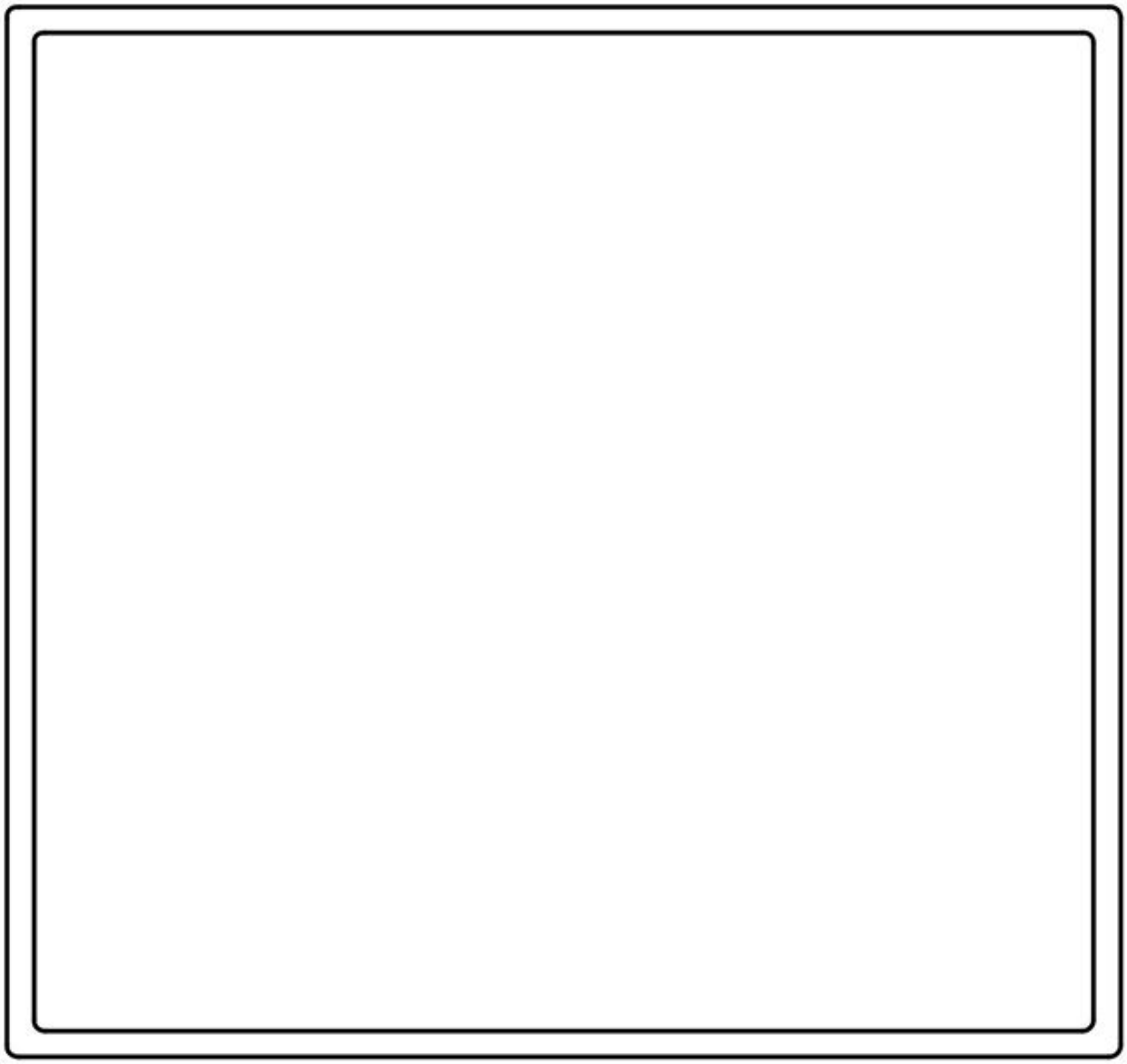
Sad

Angry

Frustrated

Confused

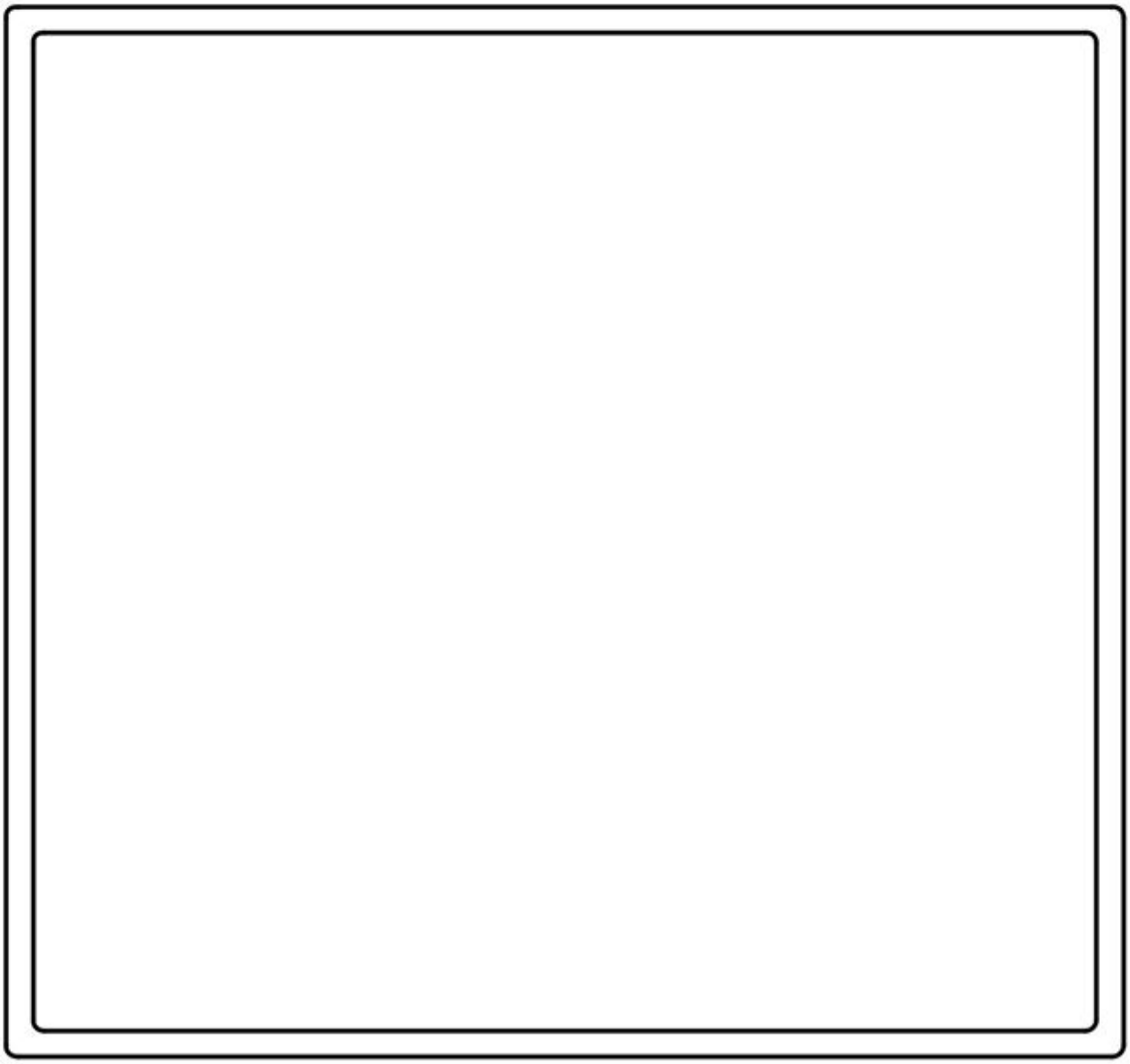
This Journal Belongs To



Grade: Date:

My Think Spot Journal

Date:



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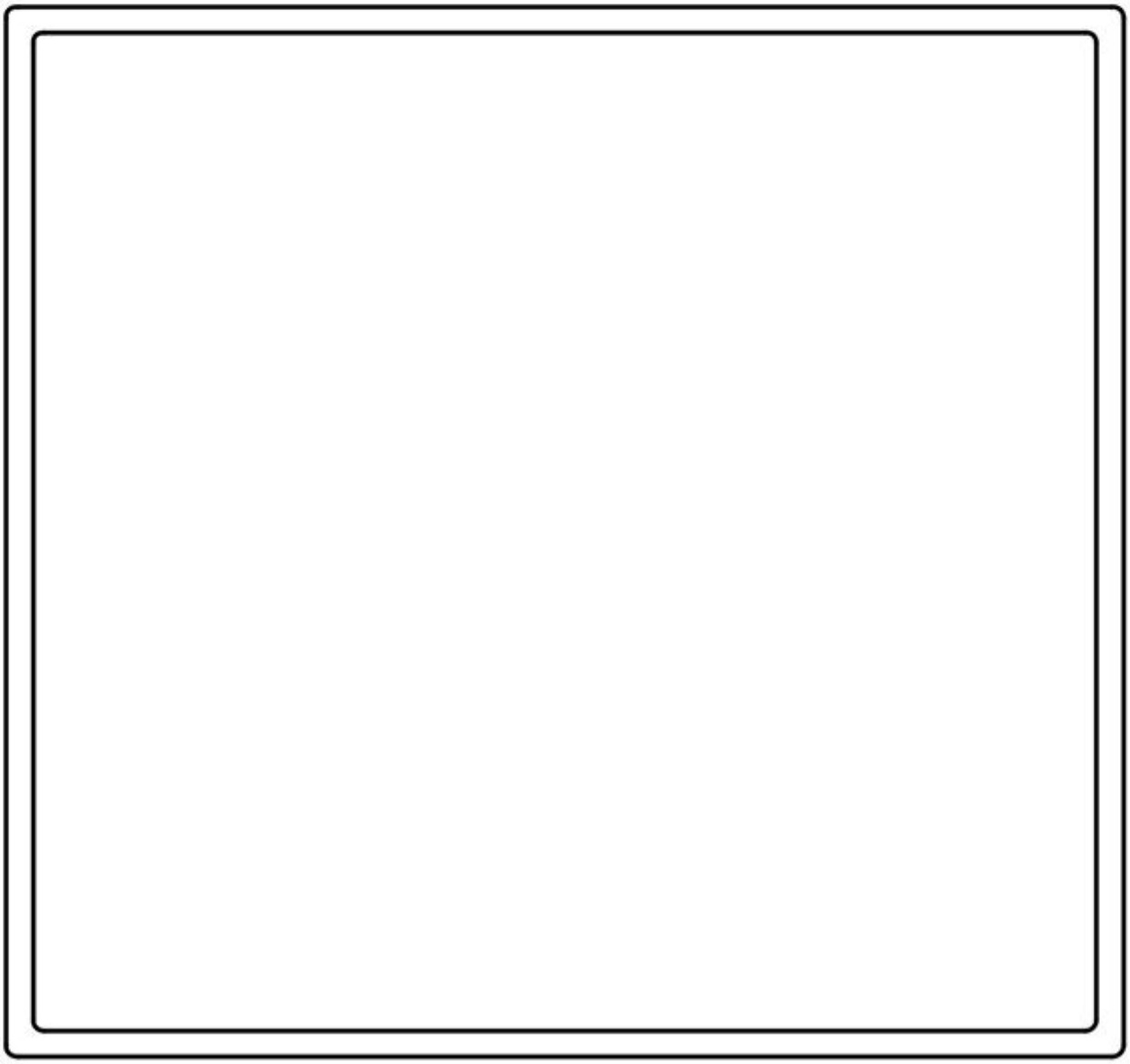

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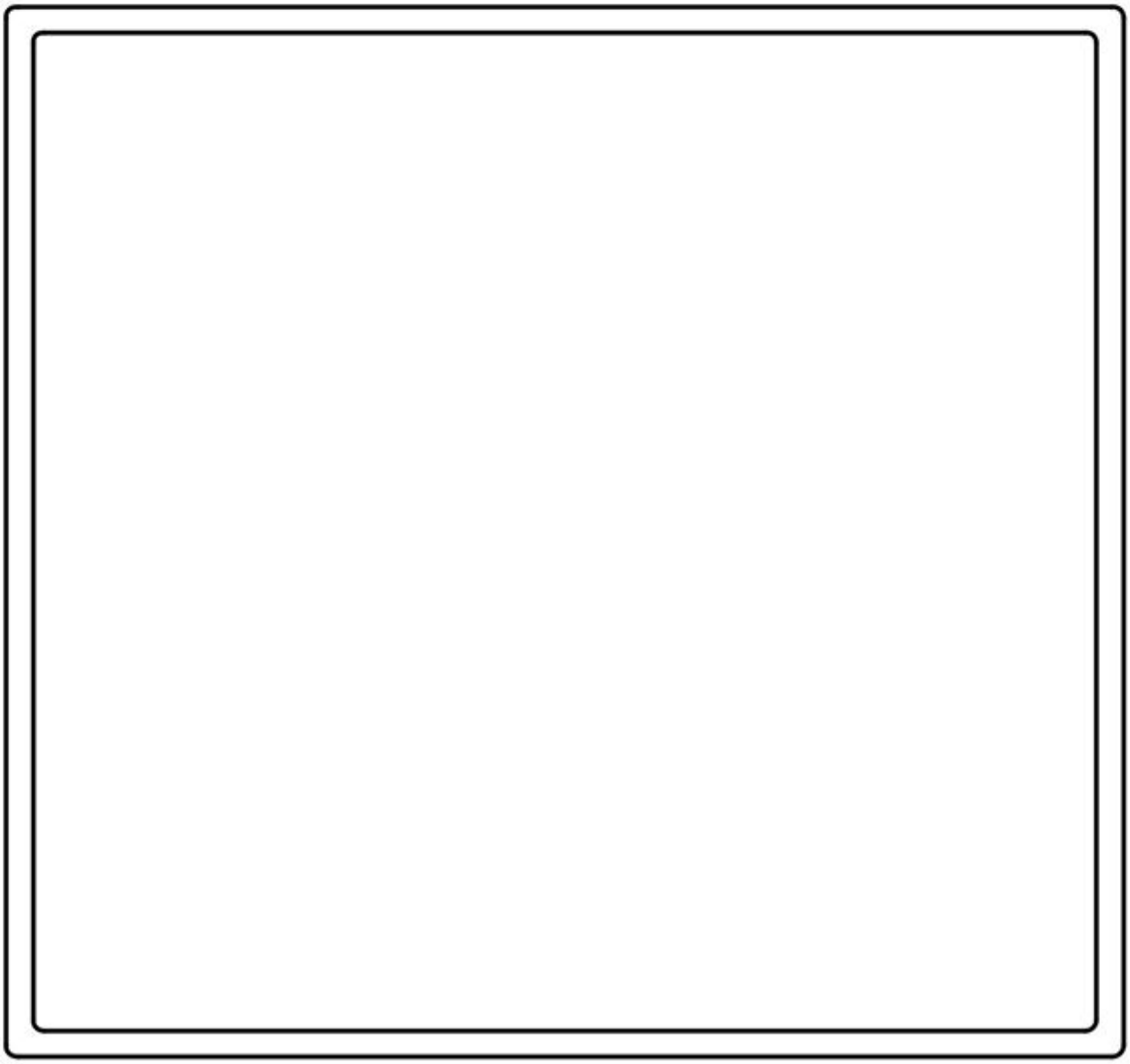

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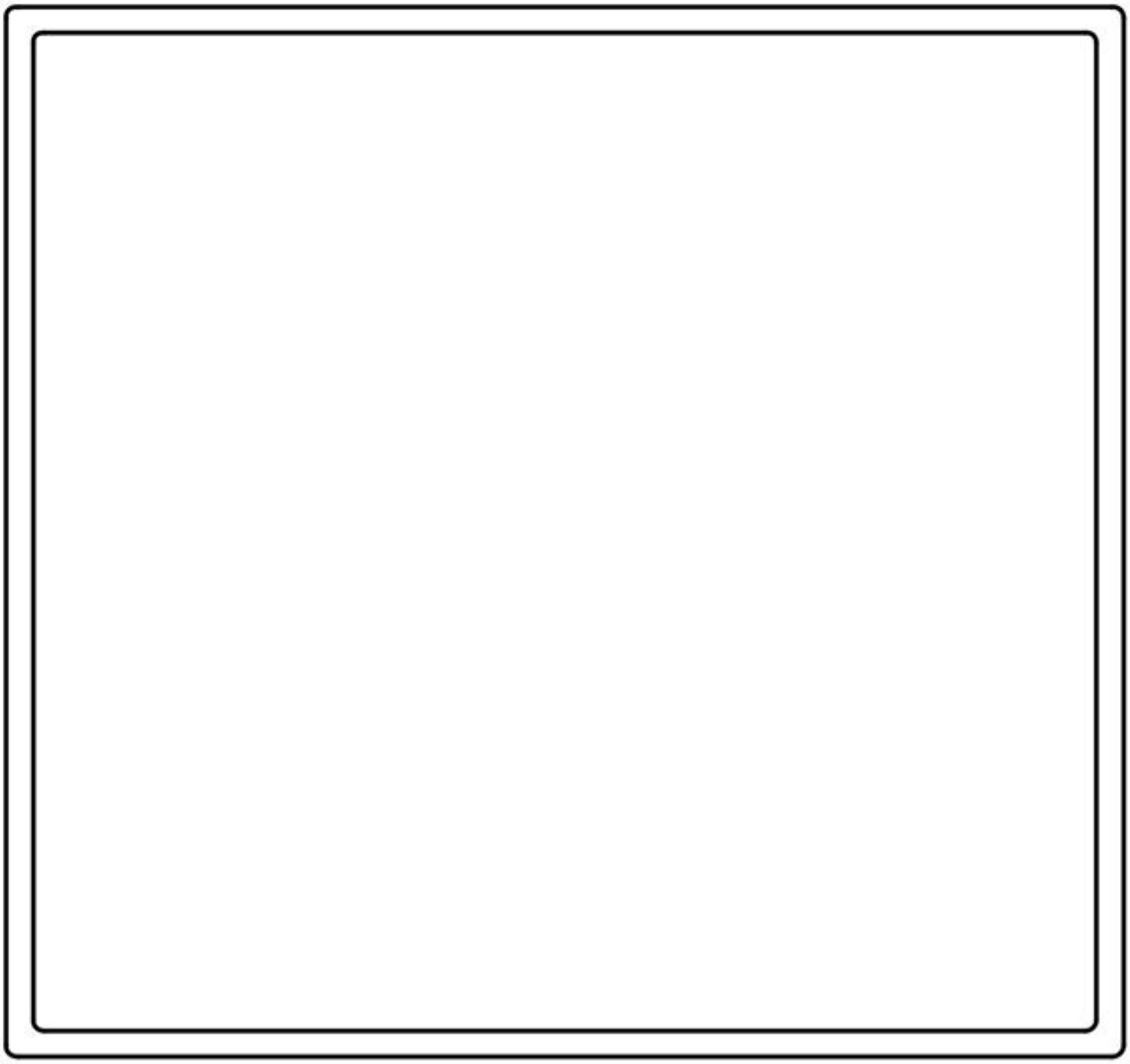

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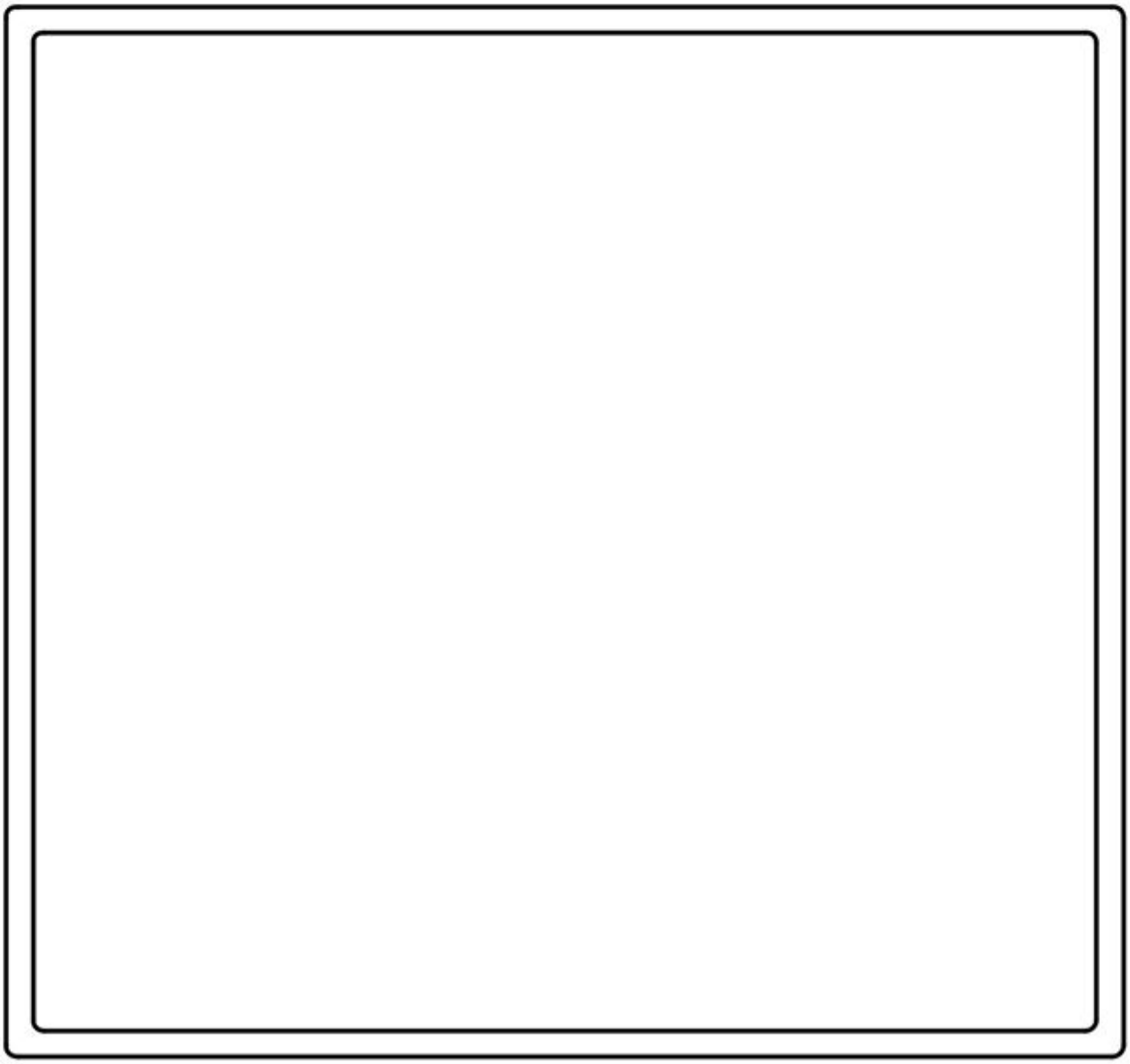

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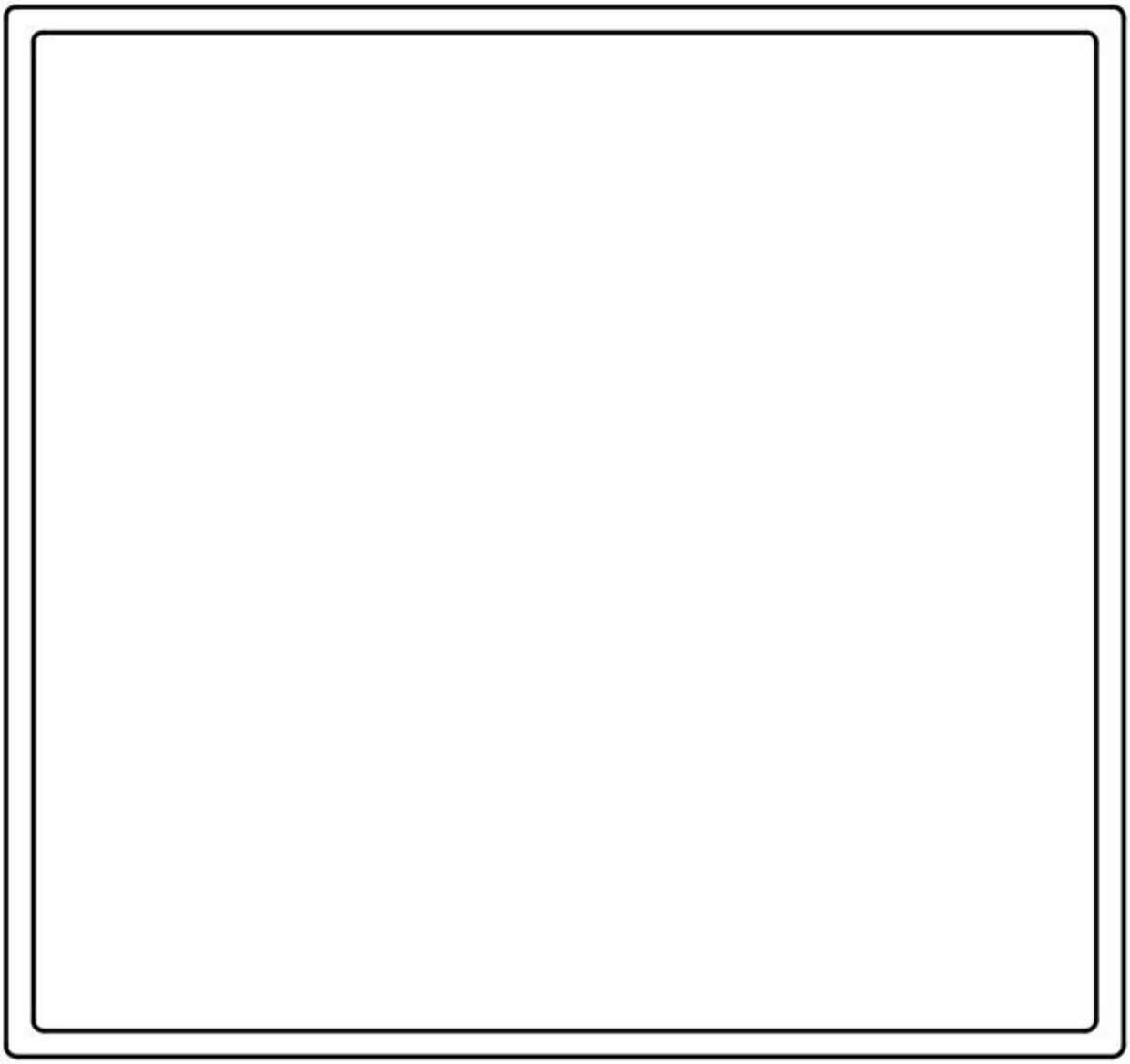

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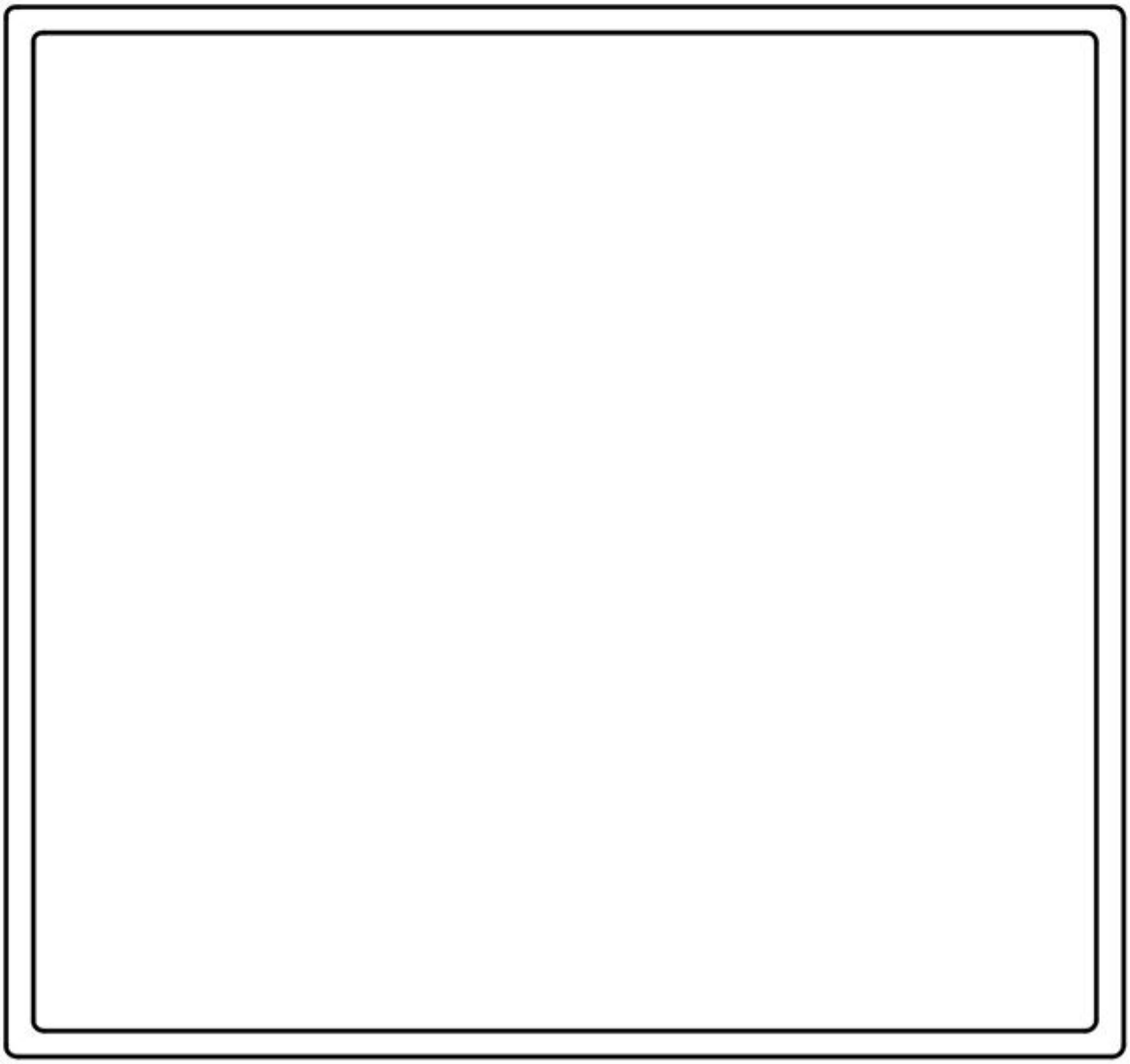

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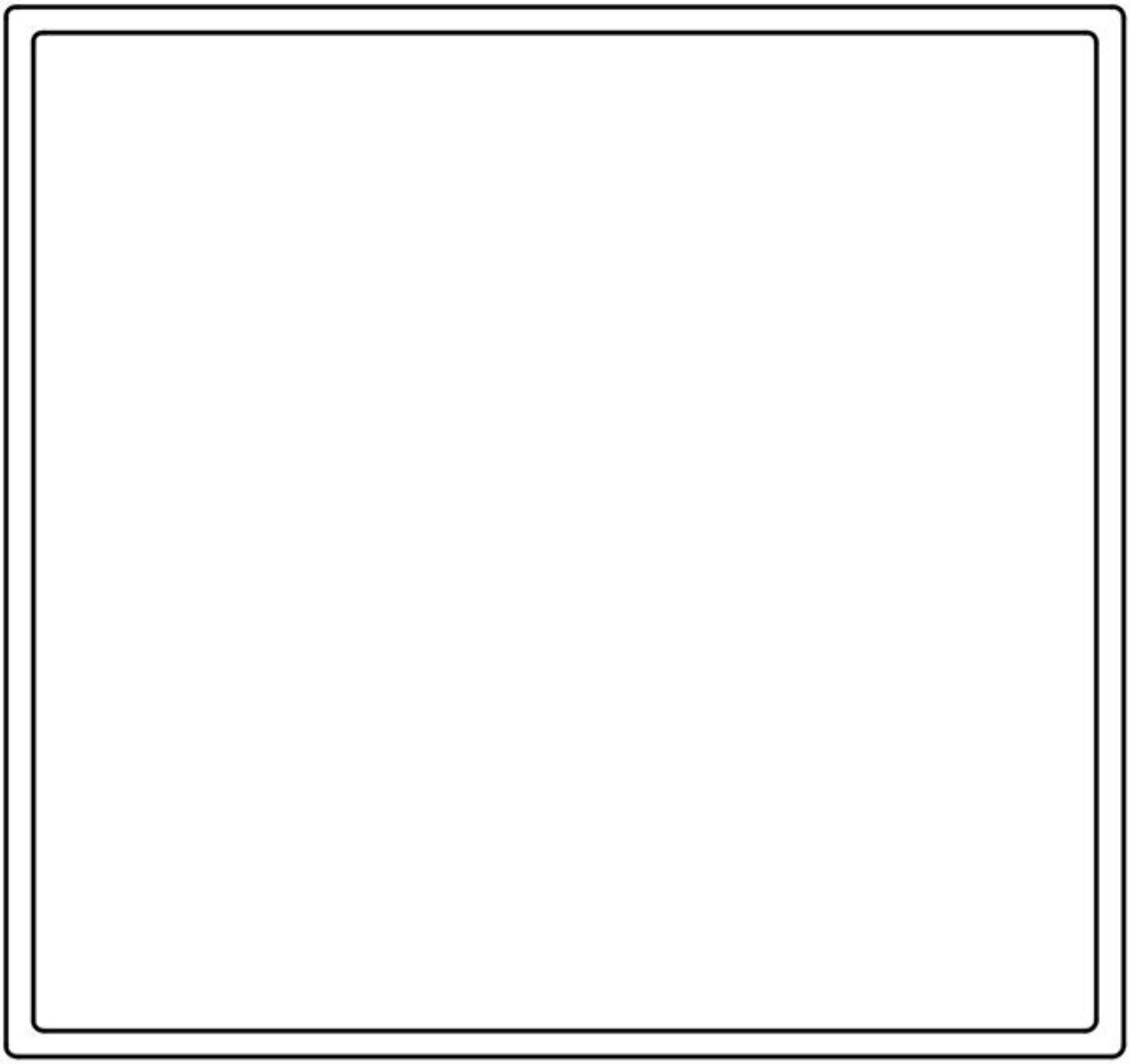

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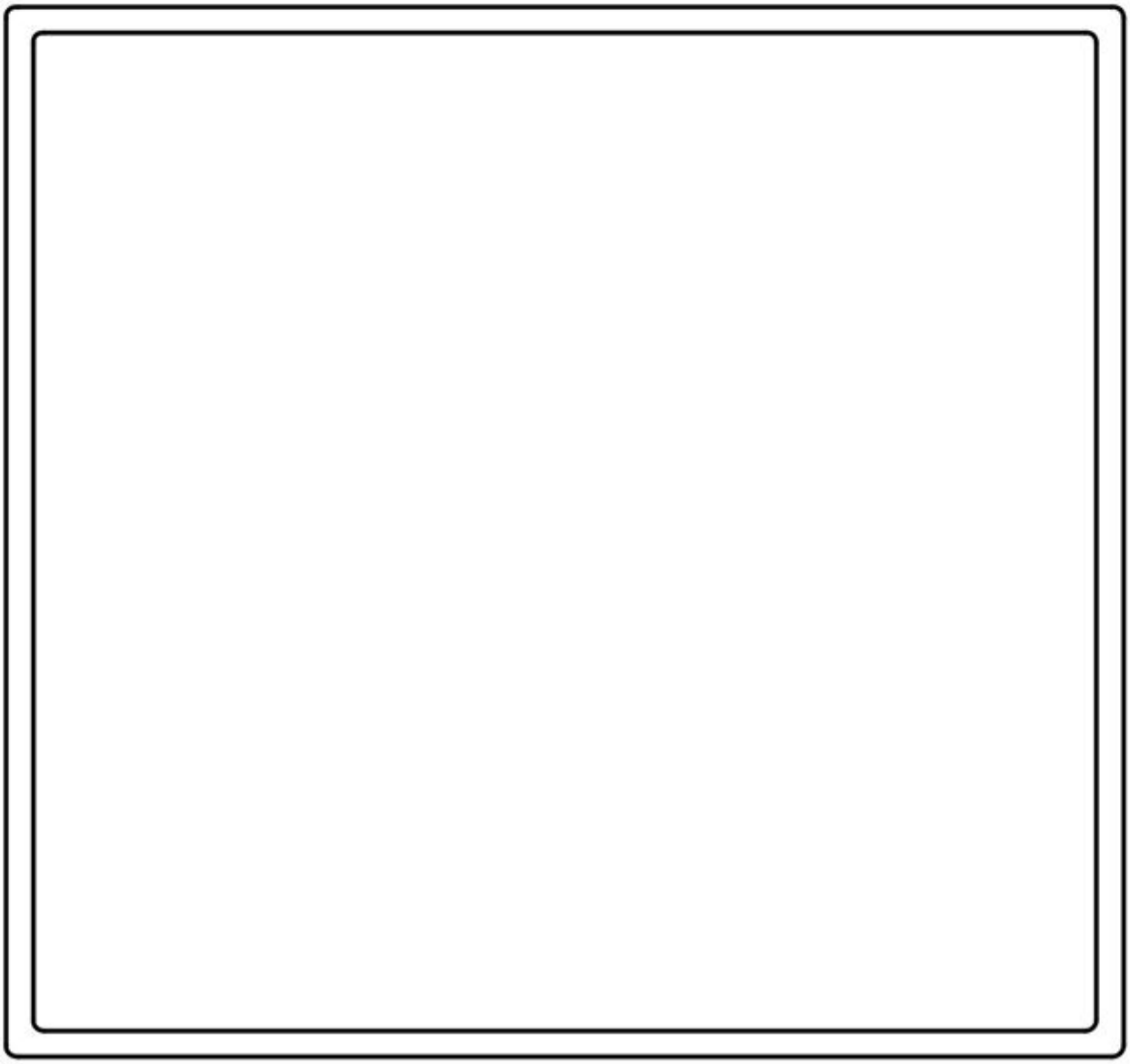


Unit 1 Lesson 3

Real-Life Algorithms: Plant a Seed

Resources

Great

Good

Okay

Bad

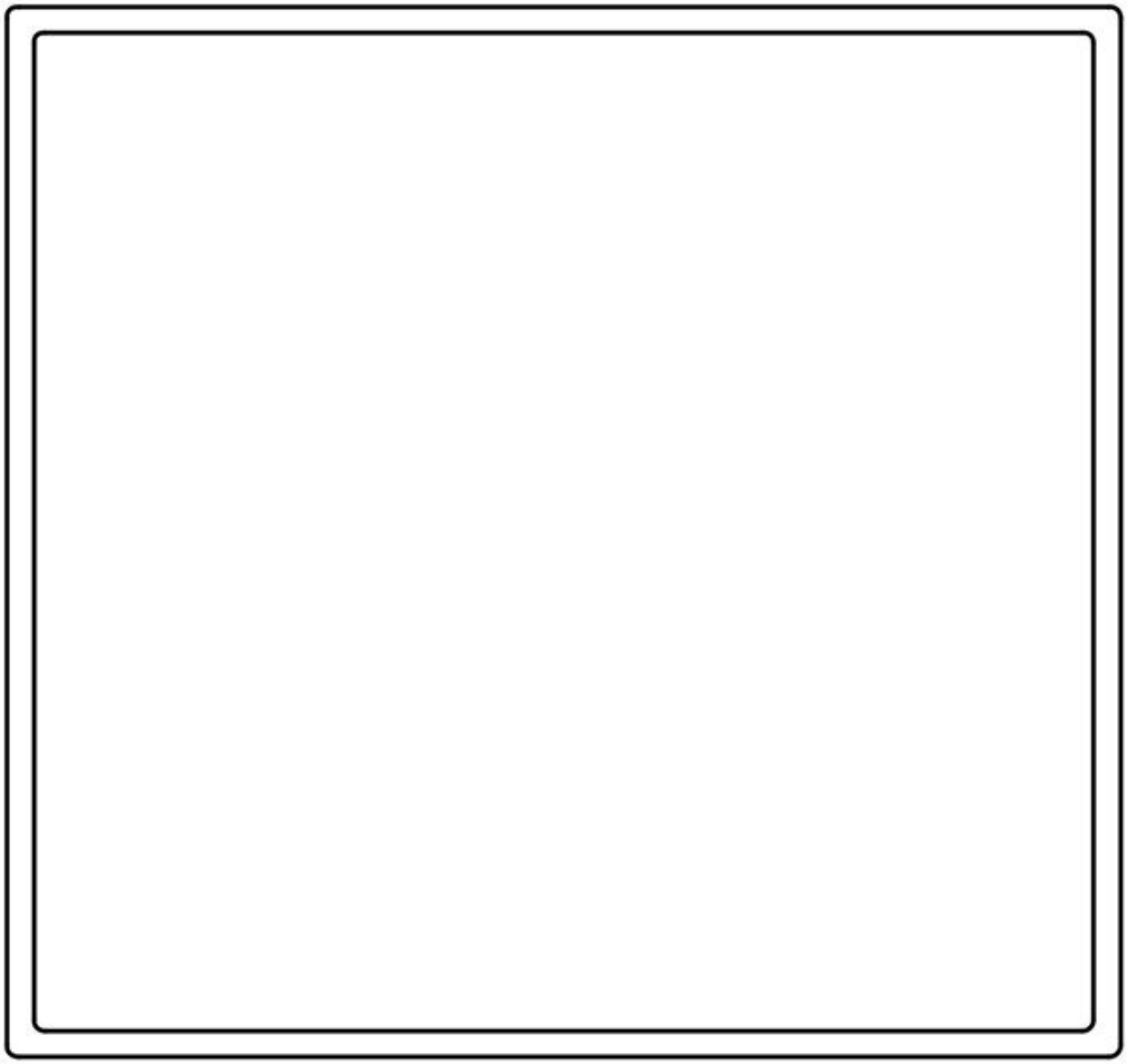
Sad

Angry

Frustrated

Confused

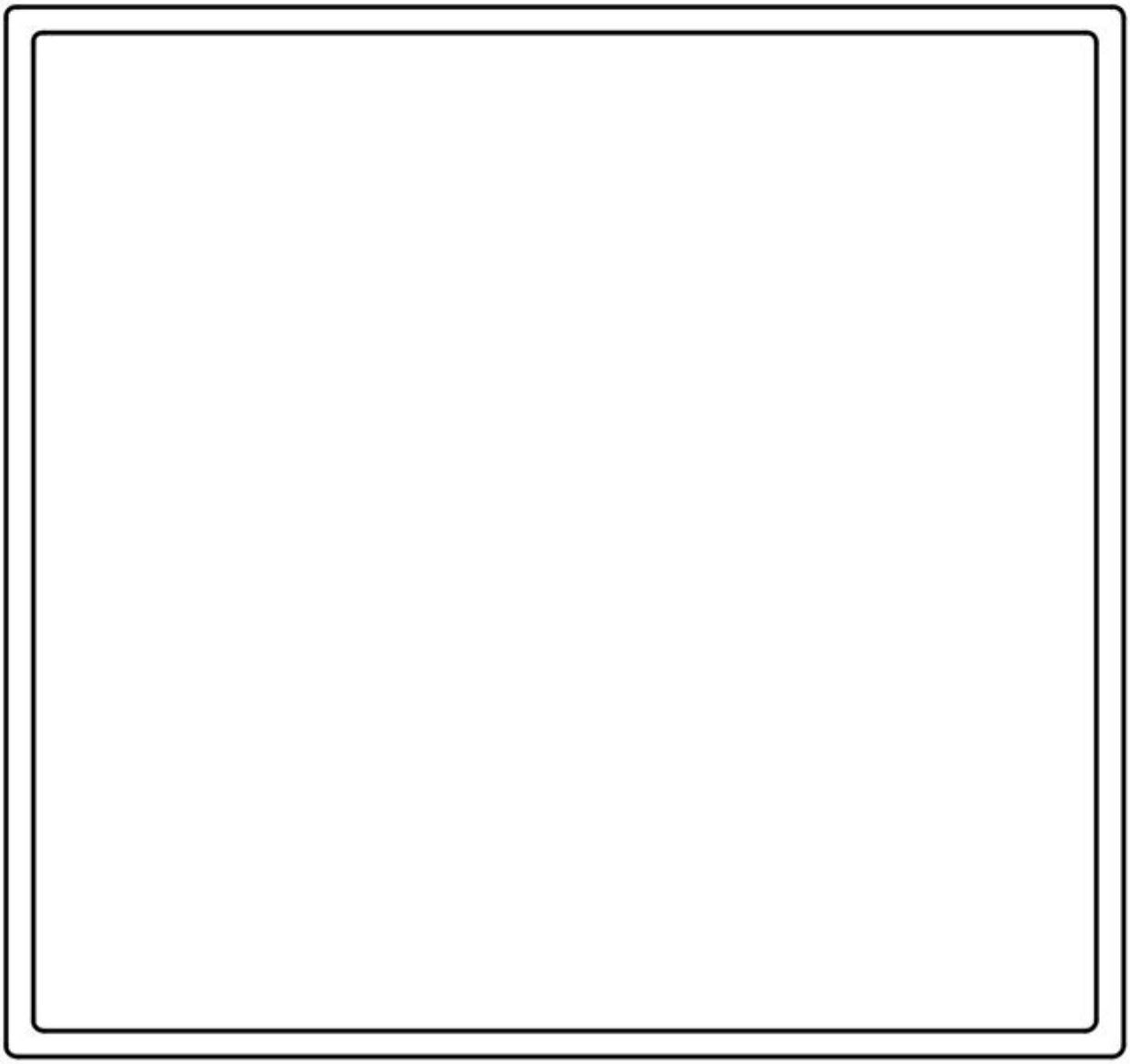
This Journal Belongs To



Grade: Date:

My Think Spot Journal

Date:



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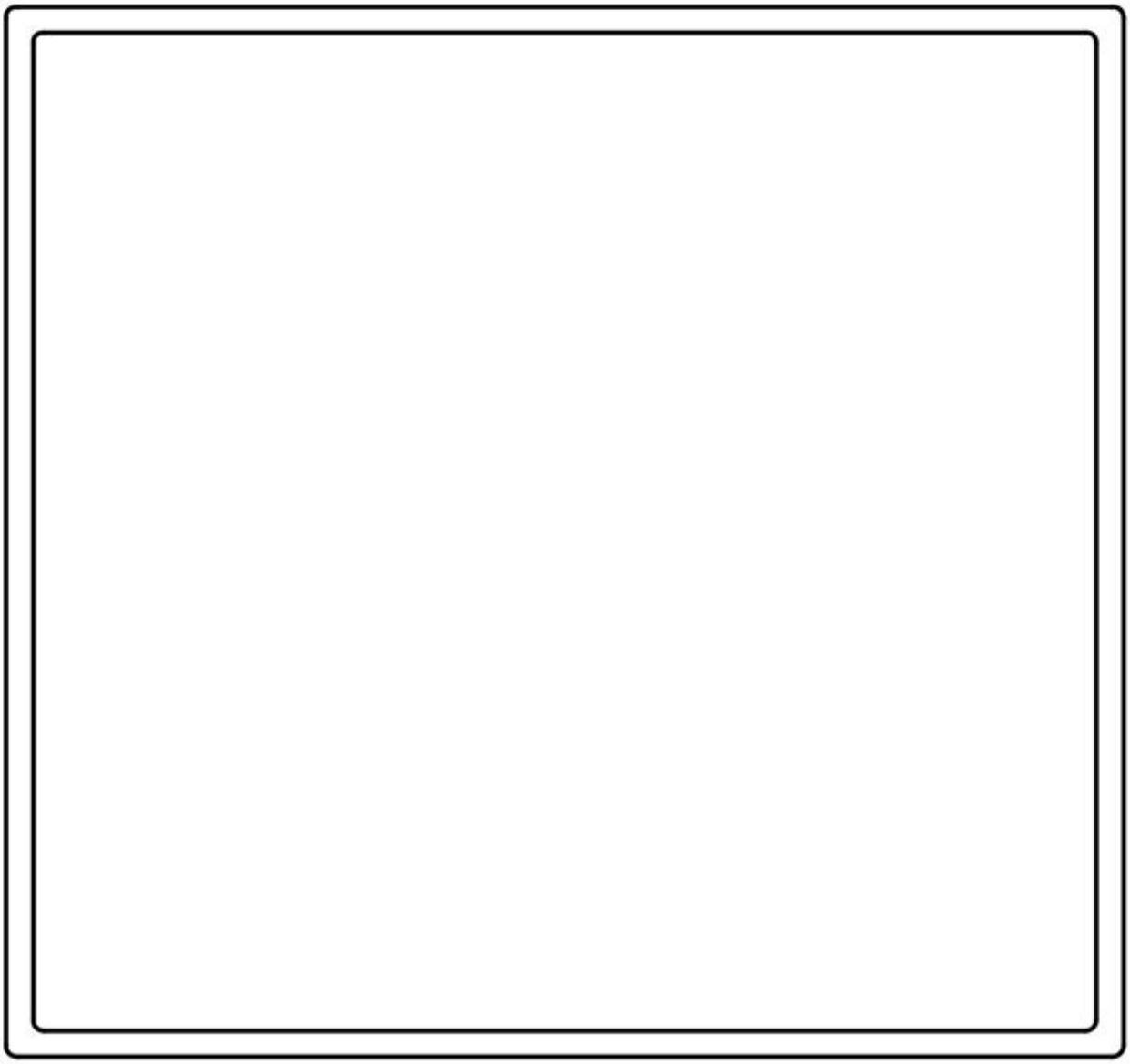

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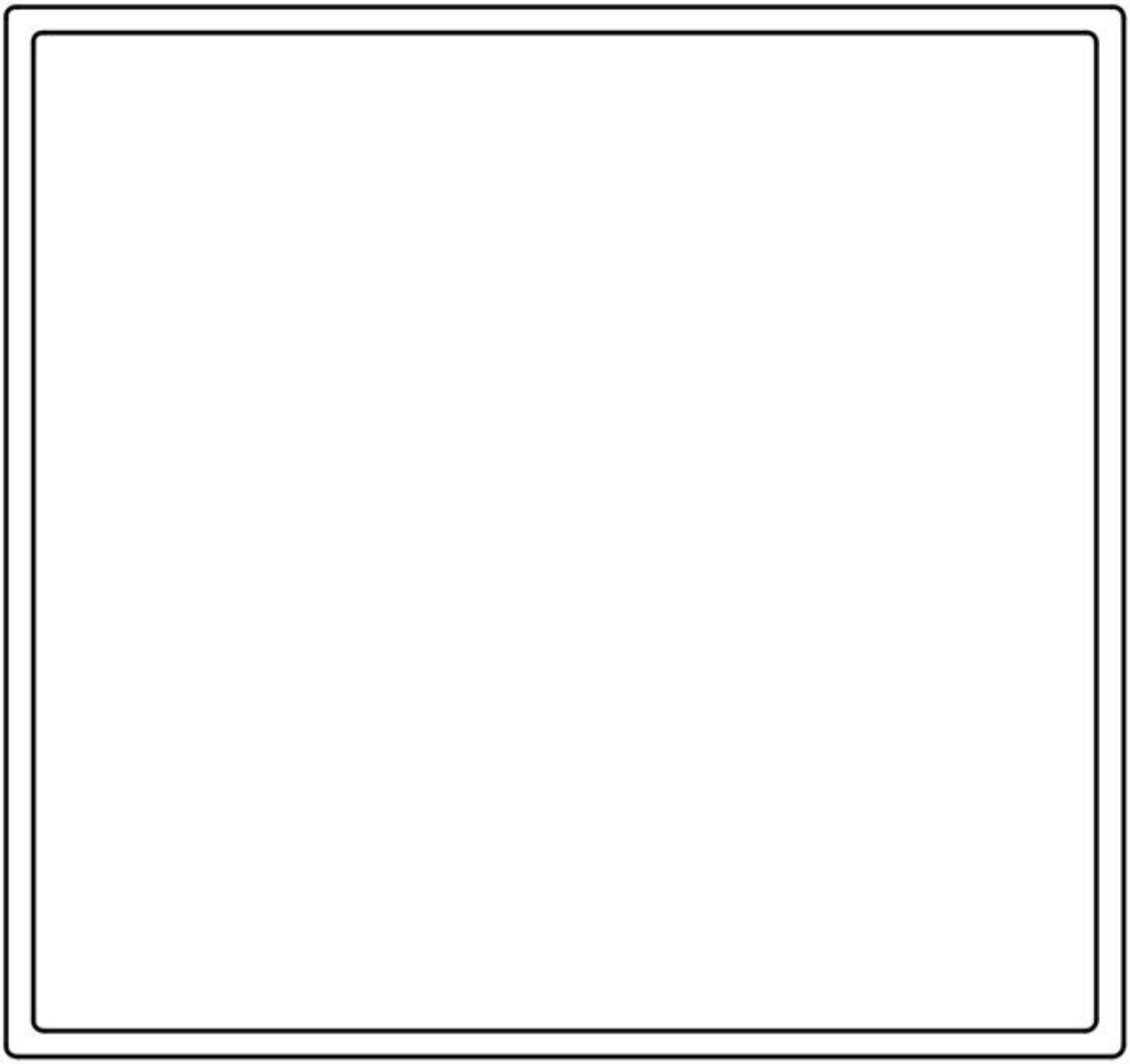

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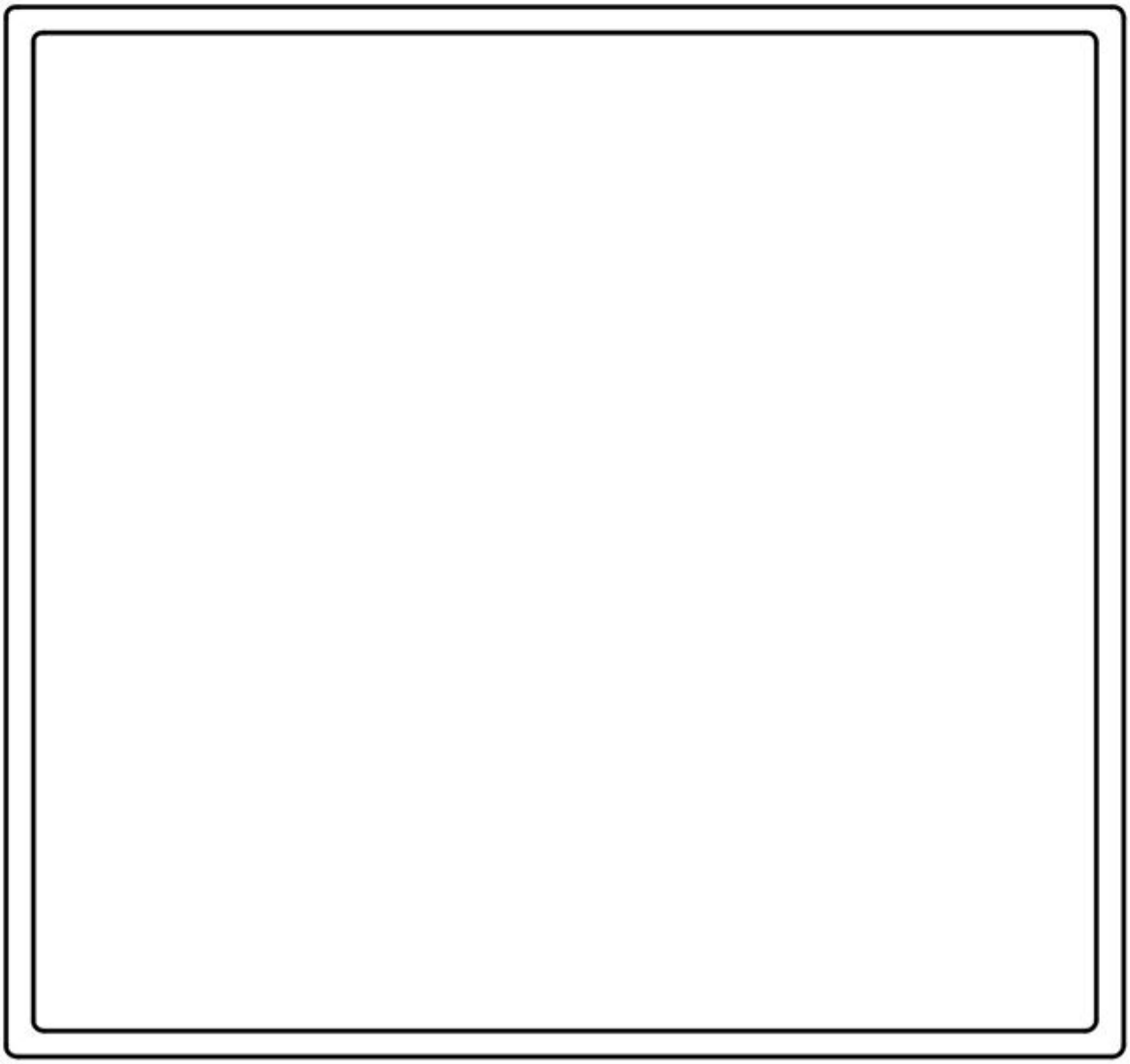

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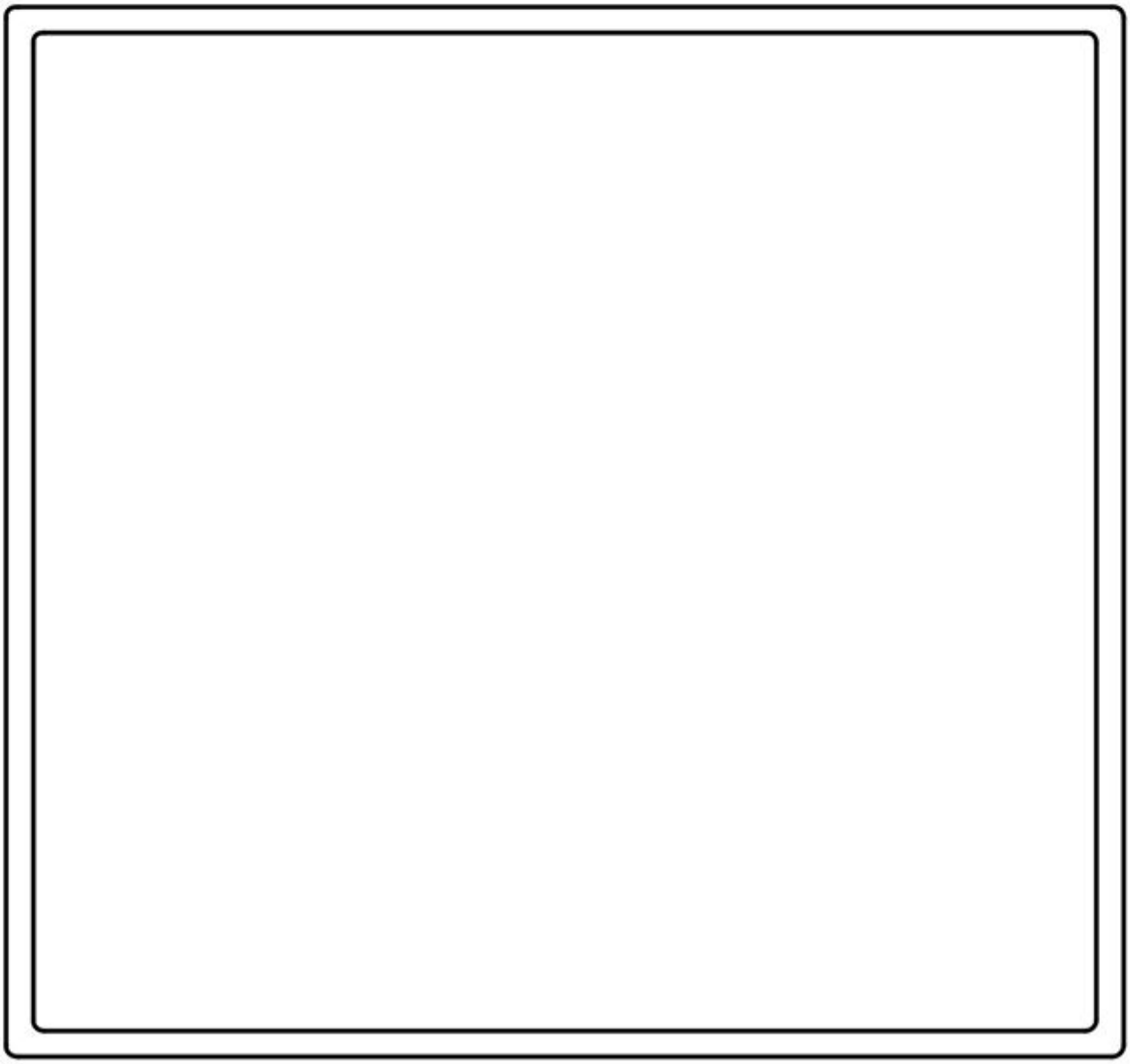

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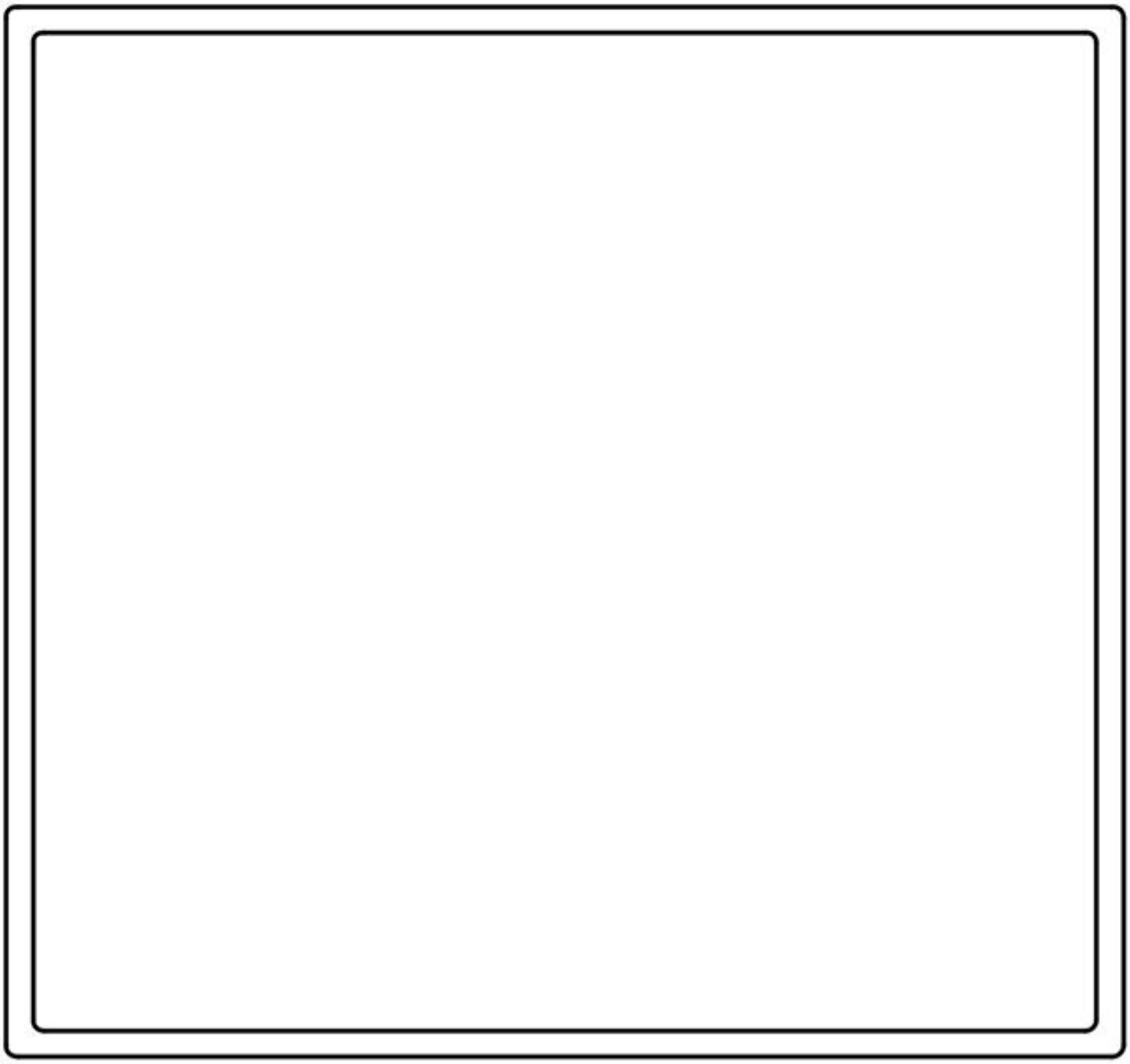

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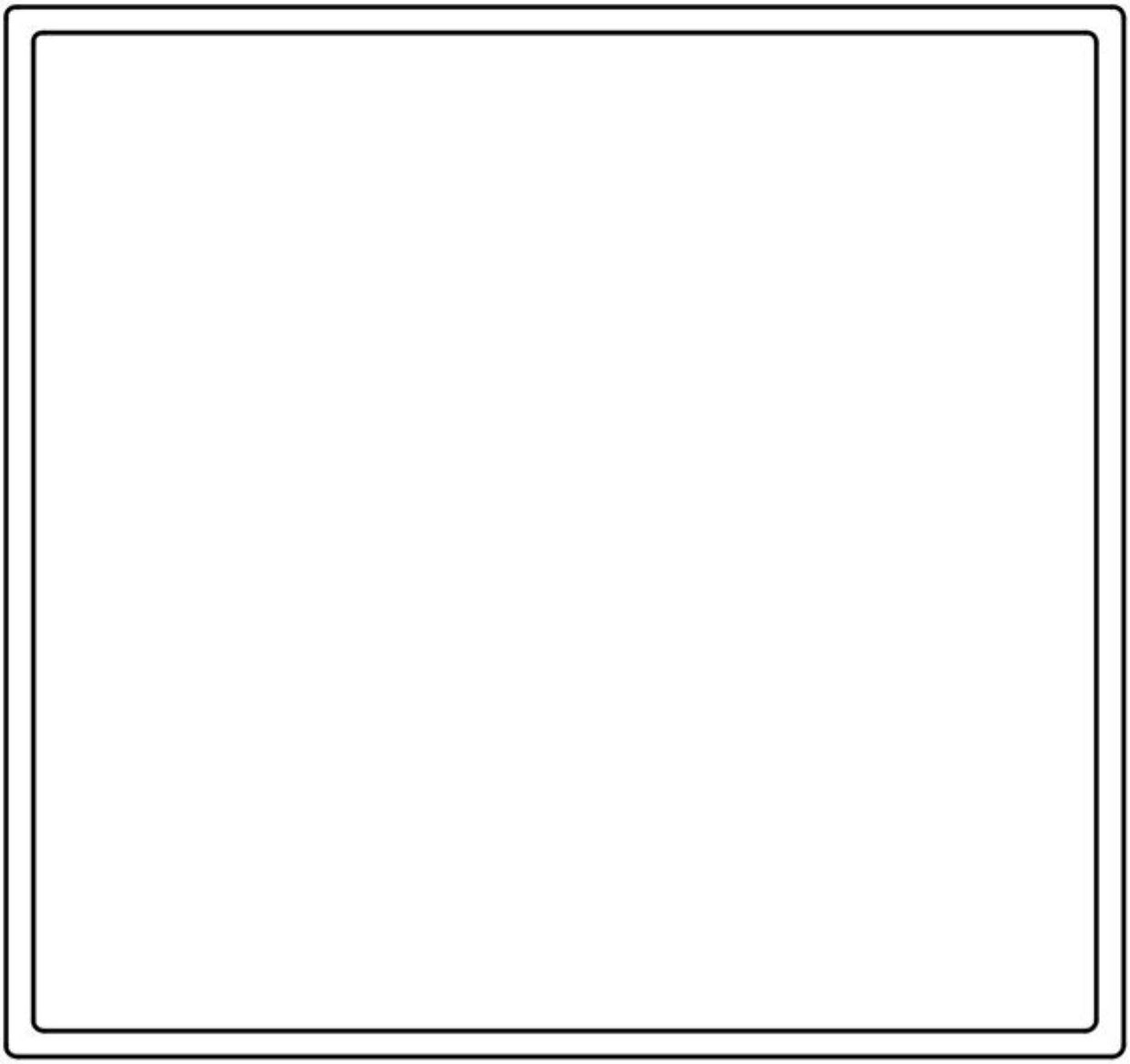

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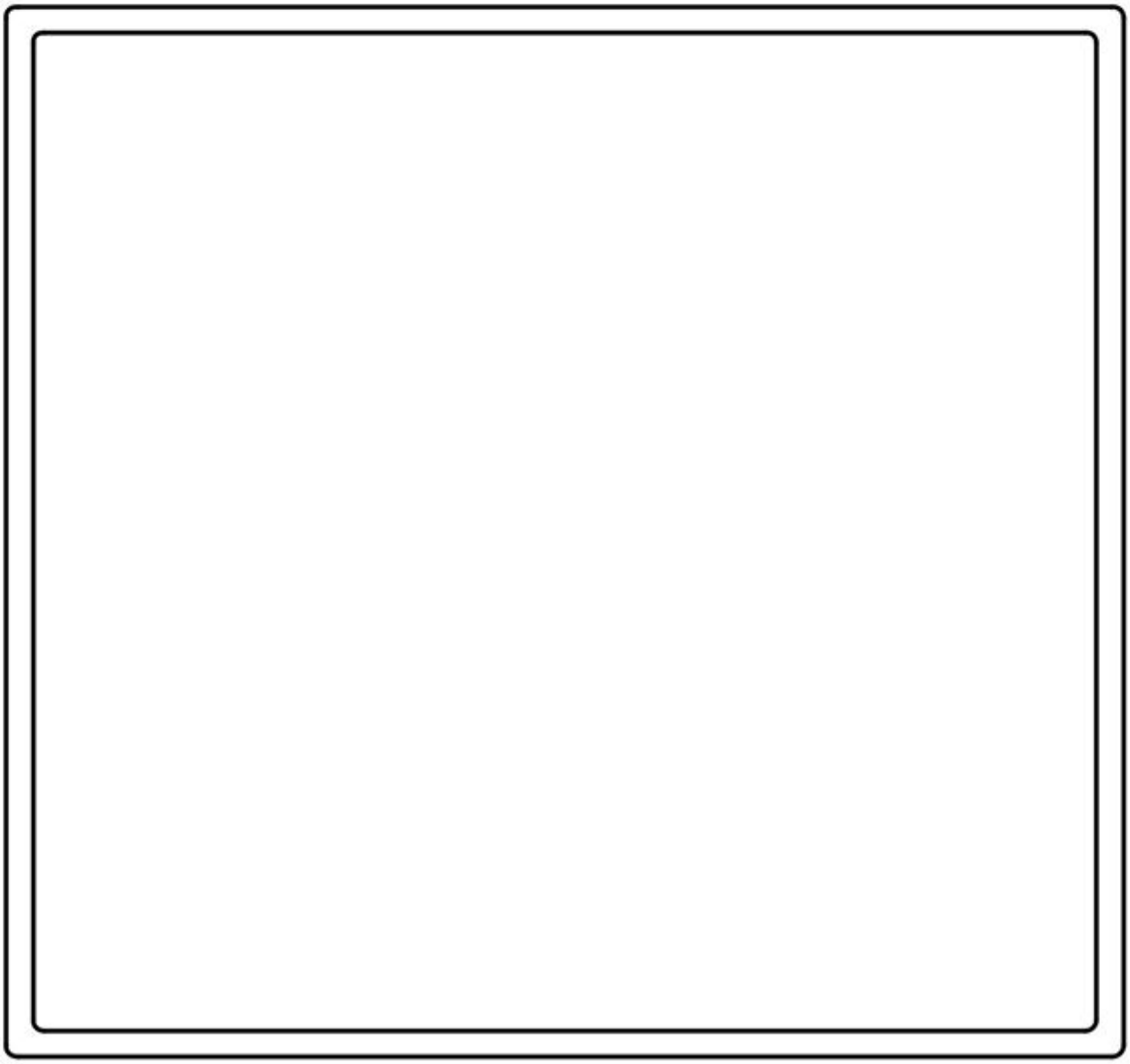

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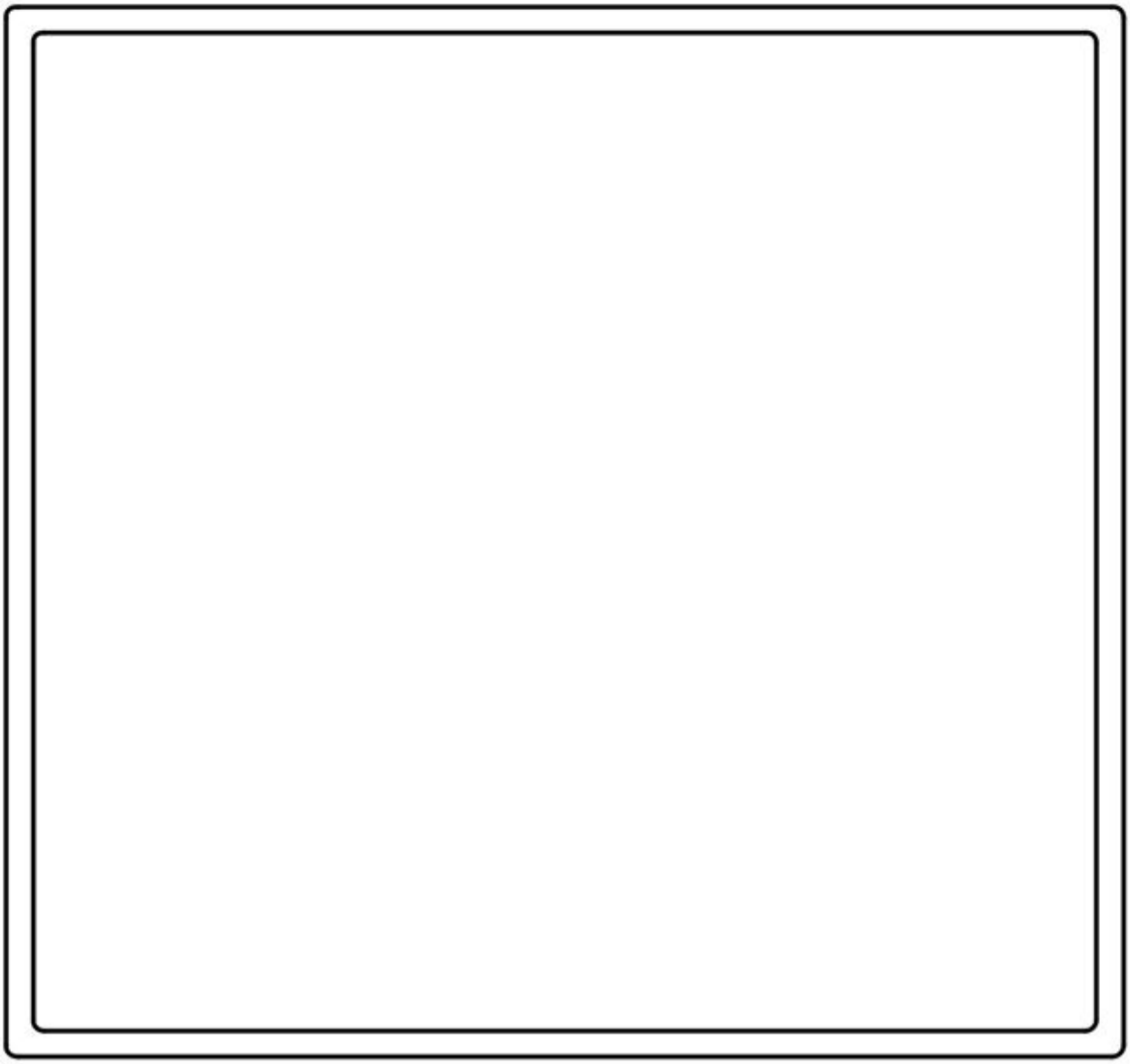


Unit 1 Lesson 4

Learn to Drag and Drop

Resources

Great

Good

Okay

Bad

Sad

Angry

Frustrated

Confused

Main Activity Notes

Teachers play a vital role in computer science education and supporting a collaborative and vibrant classroom environment. During online activities, the role of the teacher is primarily one of encouragement and support. Online lessons are meant to be student-centered, so teachers should avoid stepping in when students get stuck. Some ideas on how to do this are:

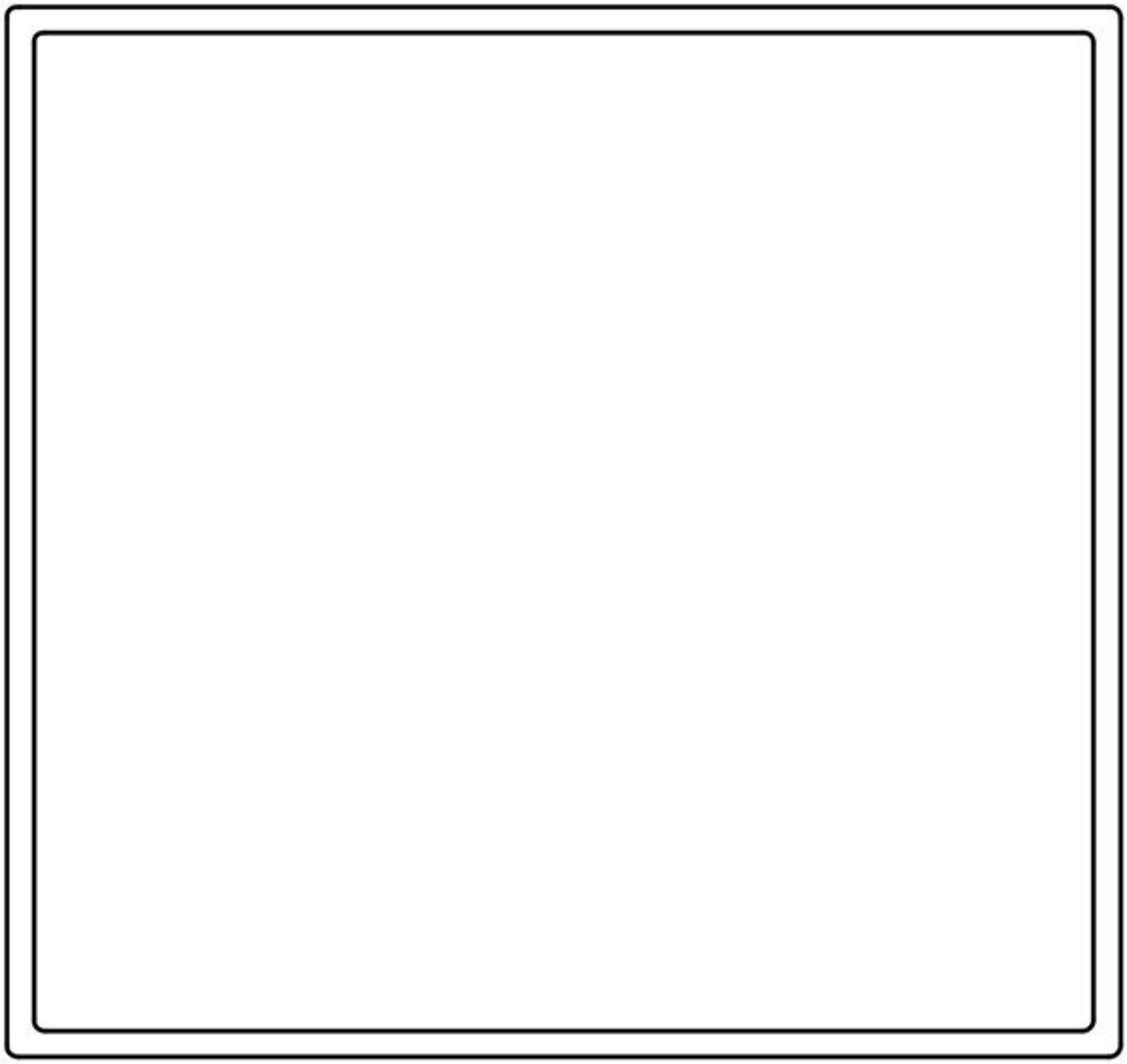
- Utilize pair programming whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
    - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before you approach.
- Have students describe the problem that they're seeing. What is it supposed to do? What does it do? What does that tell you?
- Remind frustrated students that frustration is a step on the path to learning, and that persistence will pay off.
- If a student is still stuck after all of this, ask leading questions to get the student to spot an error on their own.

Teacher Tip:

Show the students the ***right*** way to help classmates:

- Don't sit in the classmate's chair
- Don't use the classmate's keyboard
- Don't touch the classmate's mouse
- Make sure the classmate can describe the solution to you out loud before you walk away

This Journal Belongs To



Grade: Date:

My Think Spot Journal

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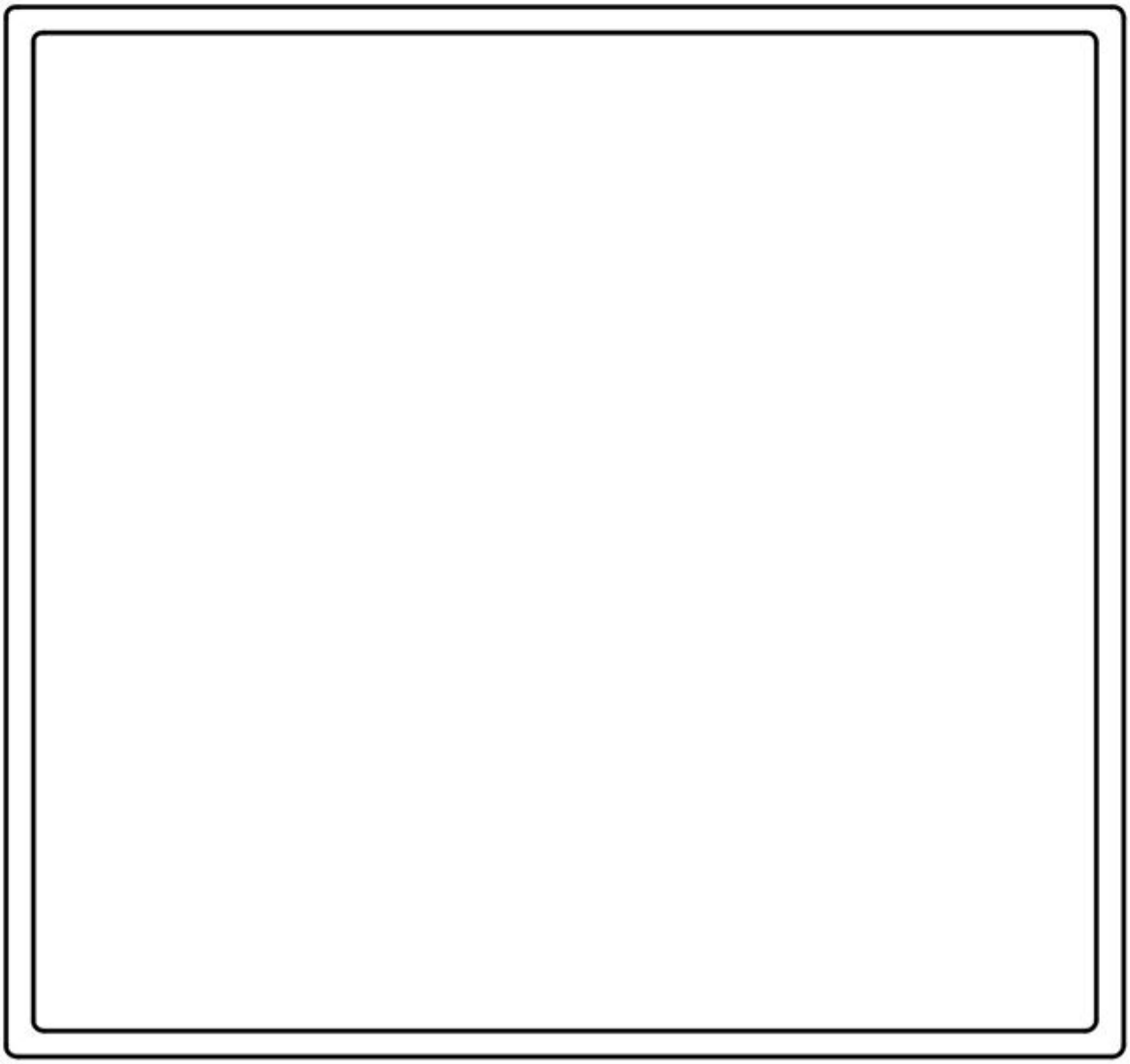

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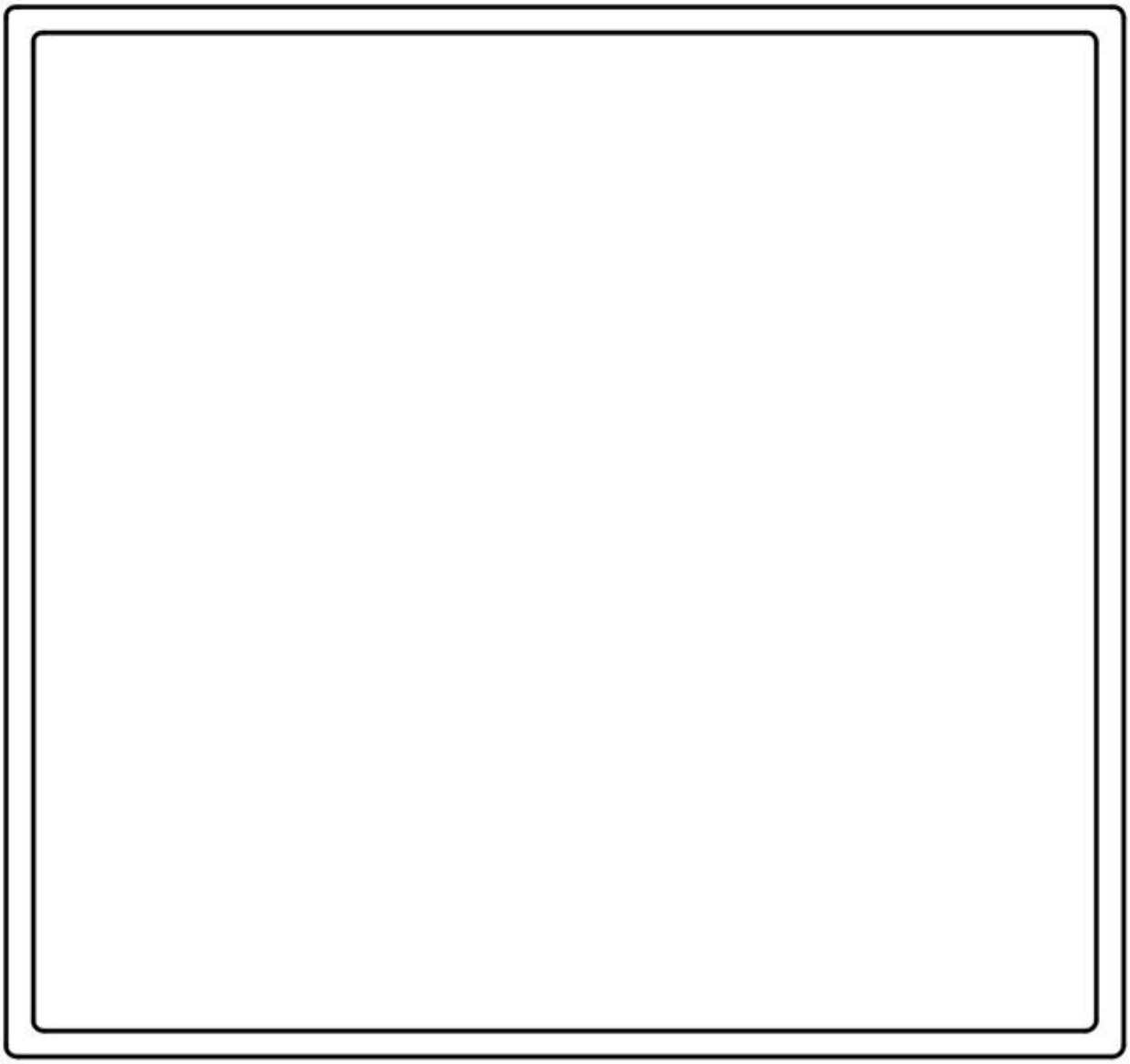

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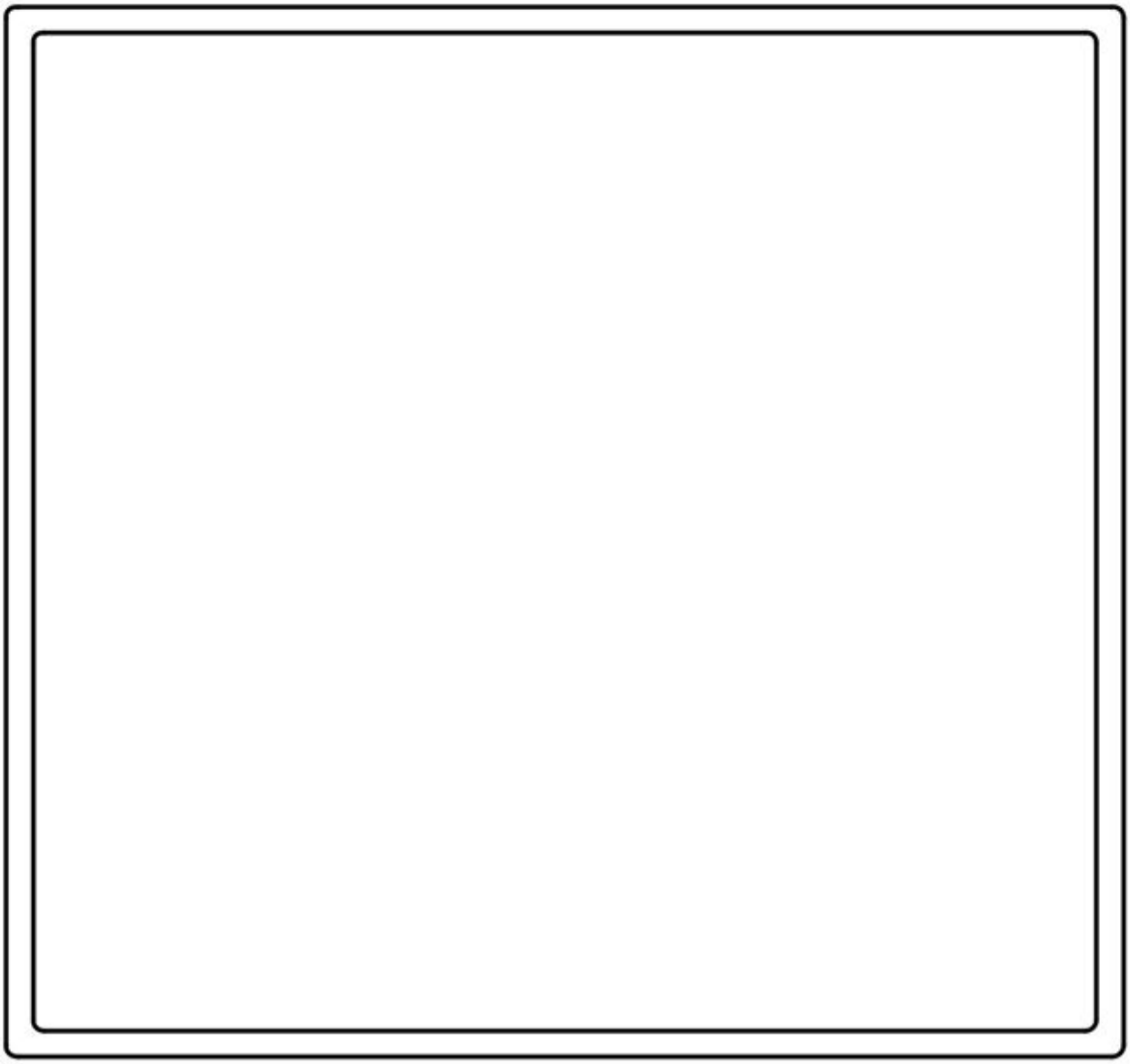

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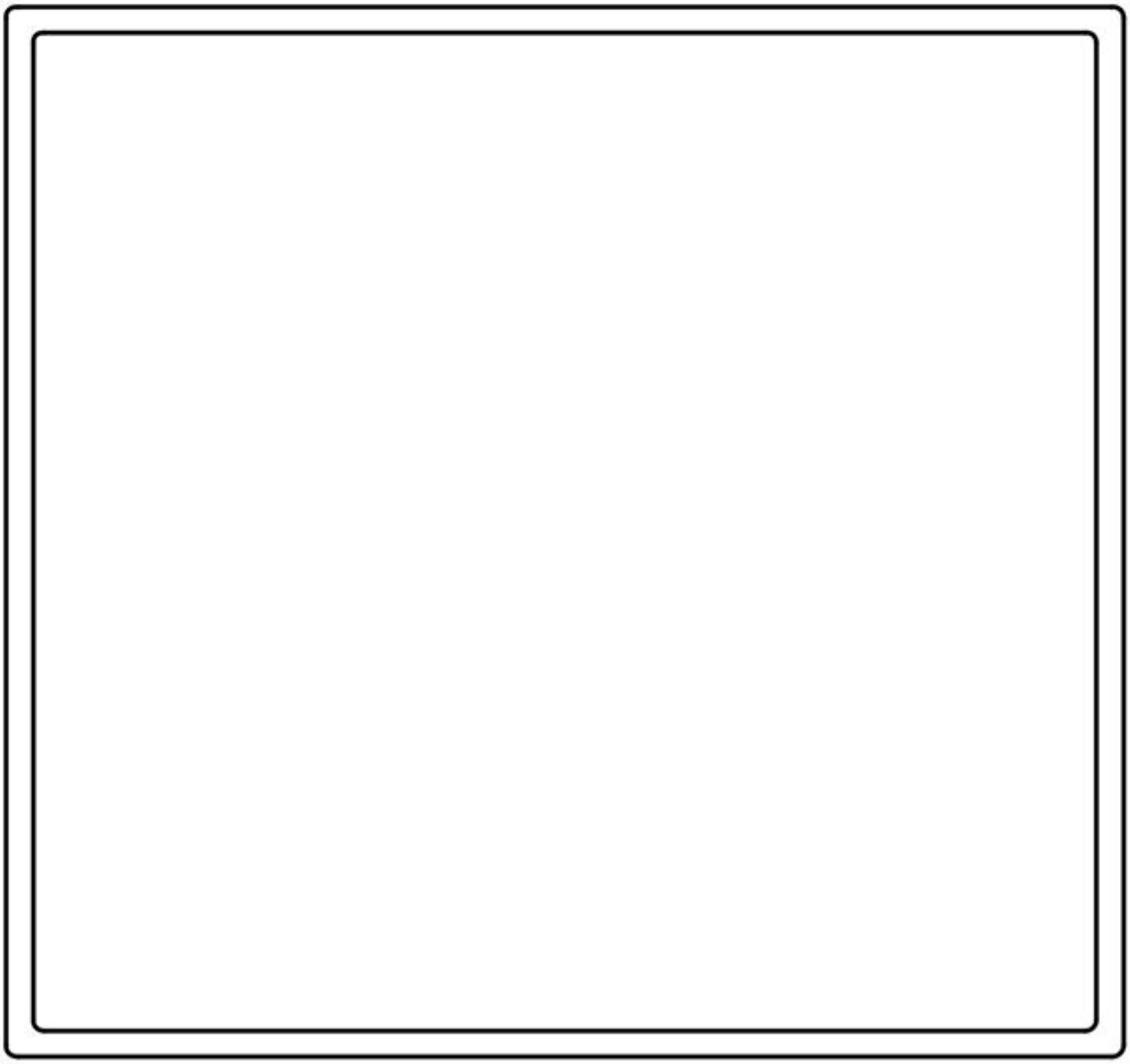

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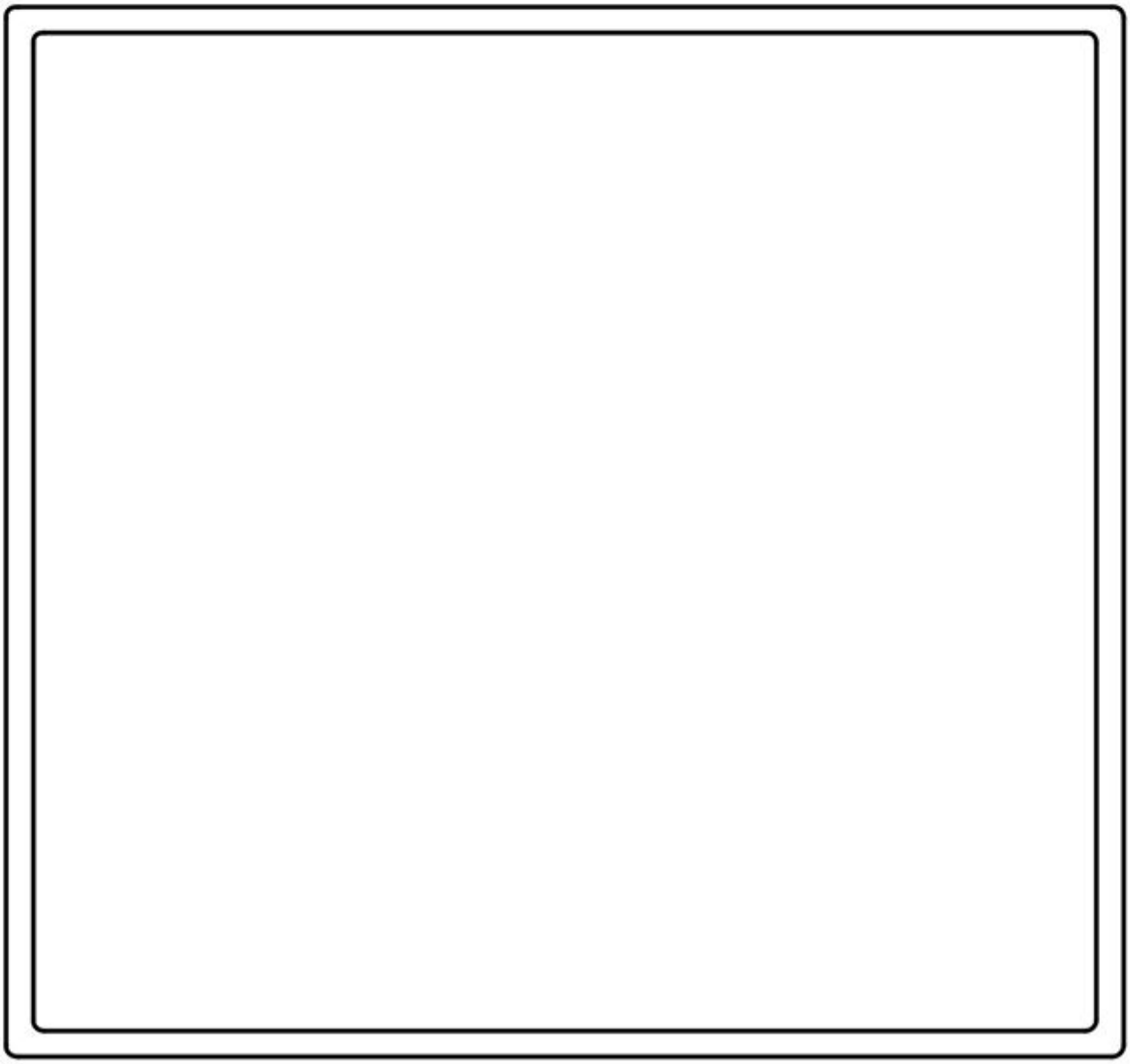

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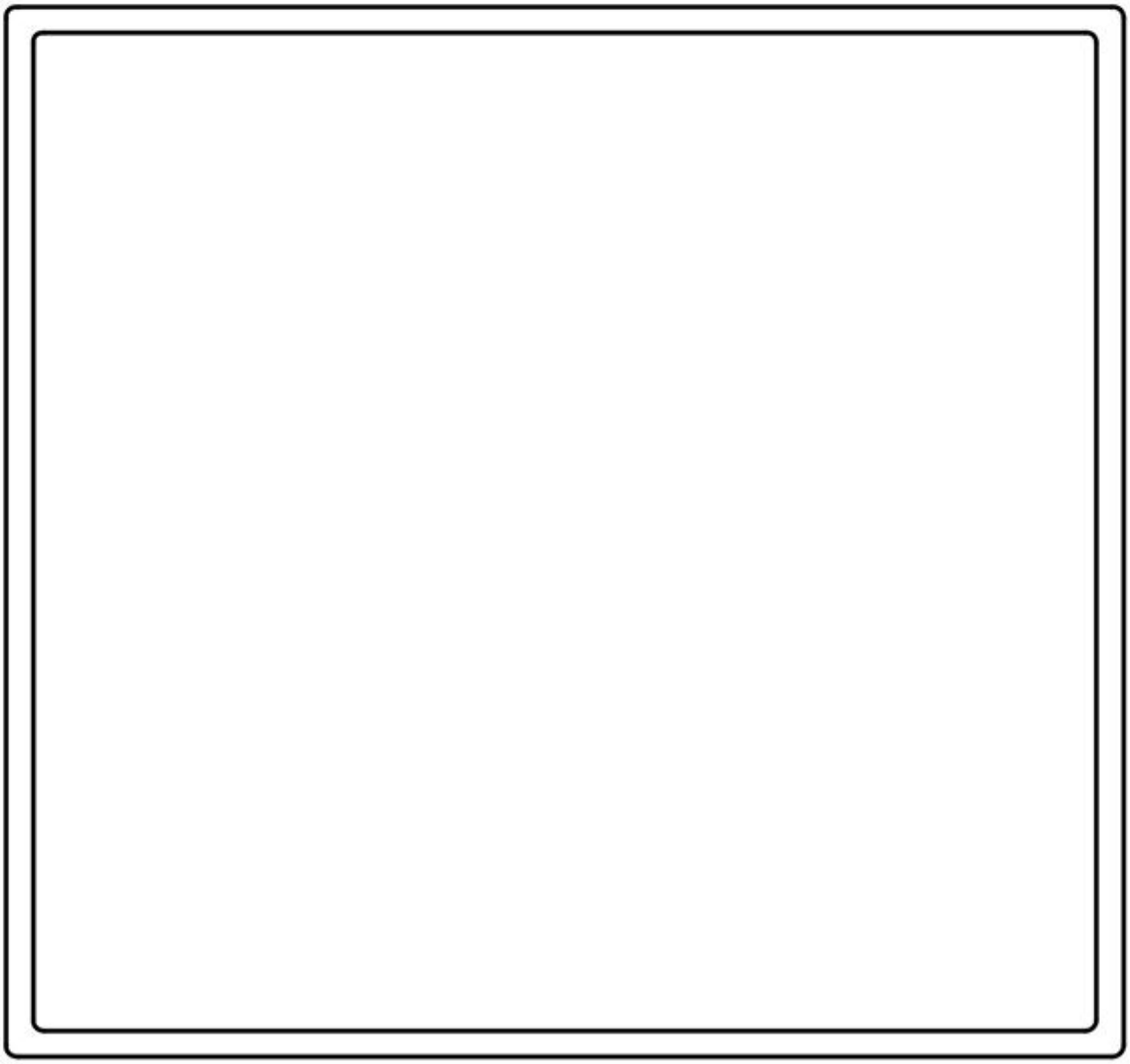

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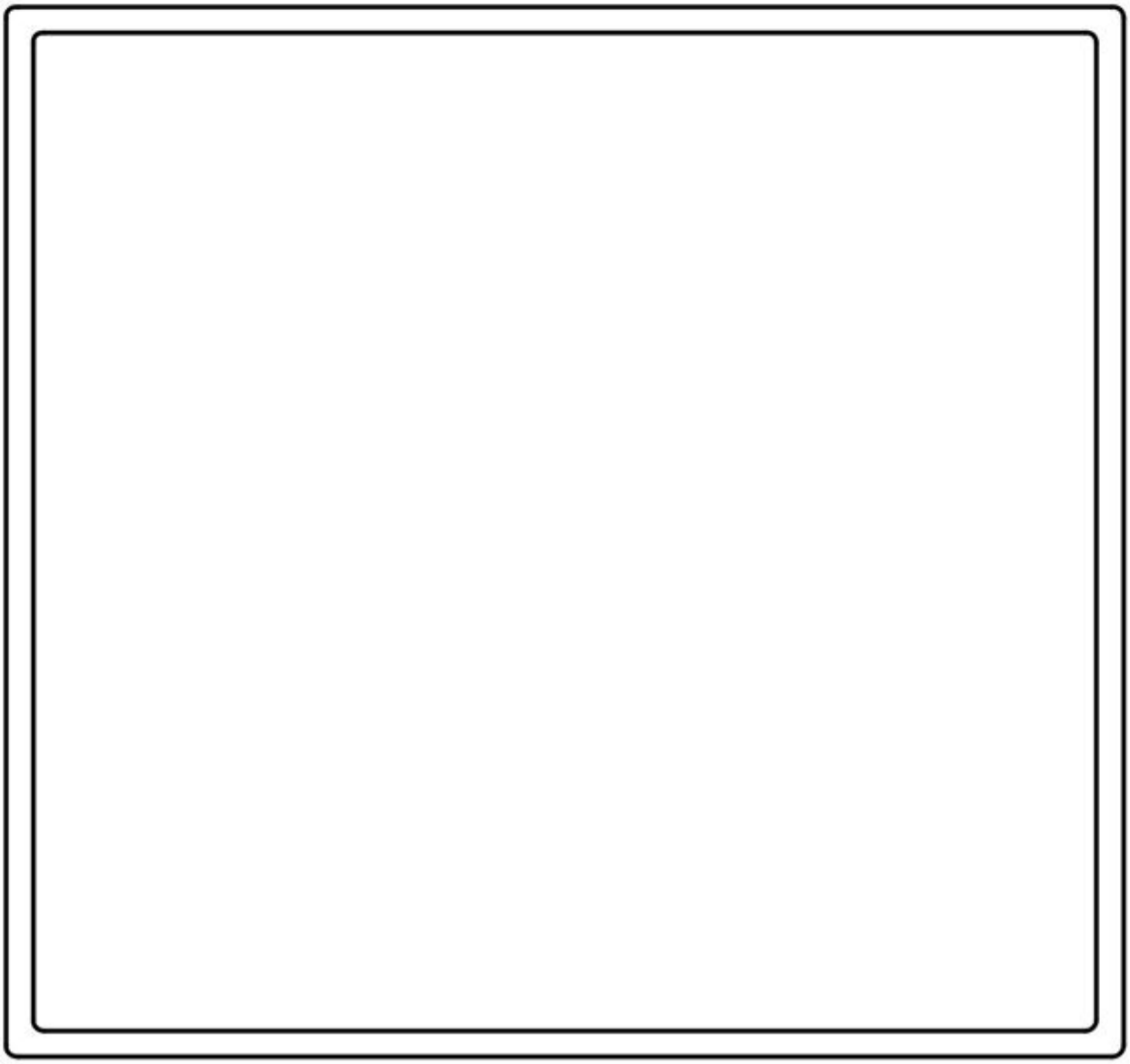

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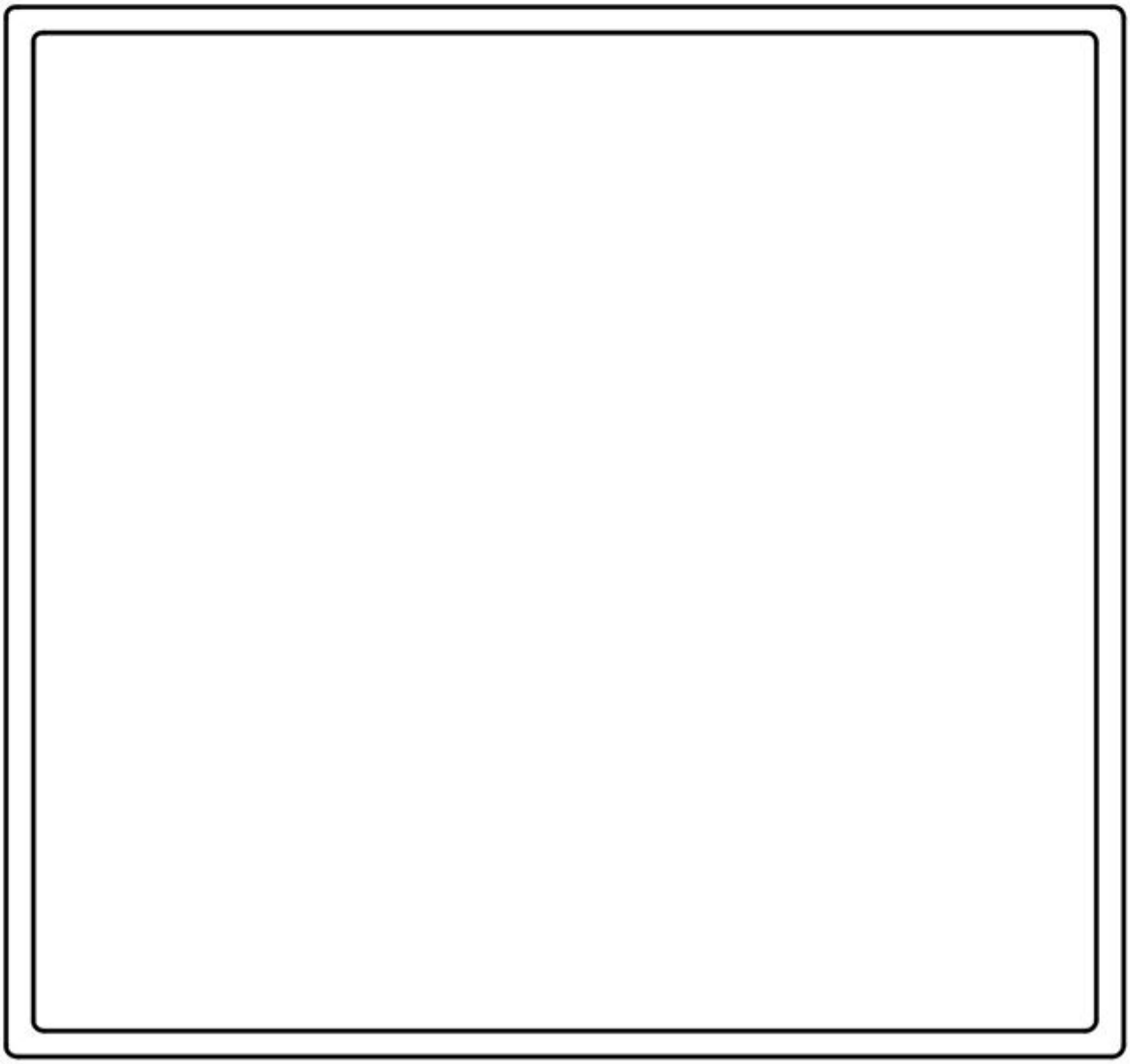

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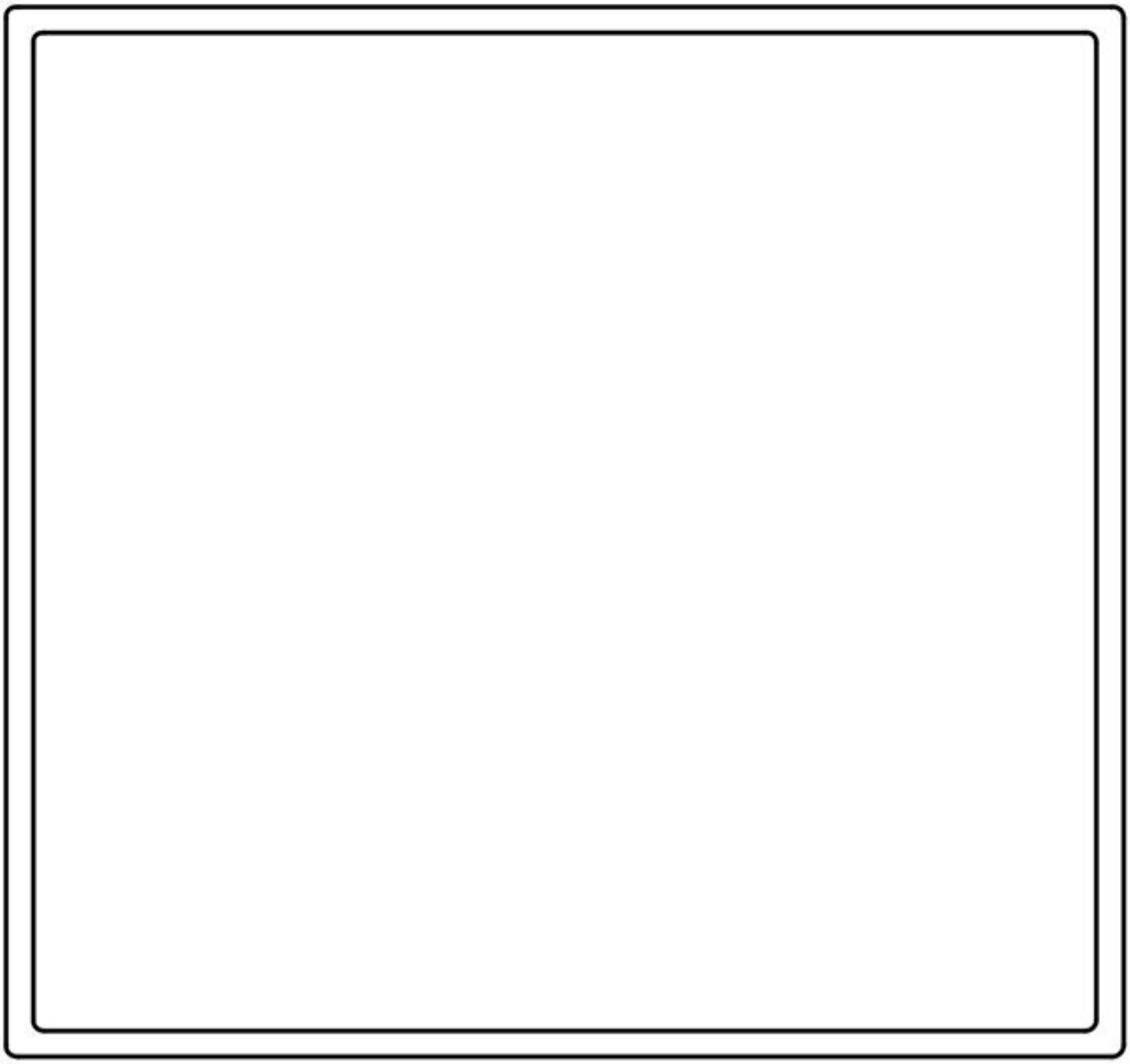


Unit 1 Lesson 5

Programming Unplugged: Happy Maps

Resources

Great

Good

Okay

Bad

Sad

Angry

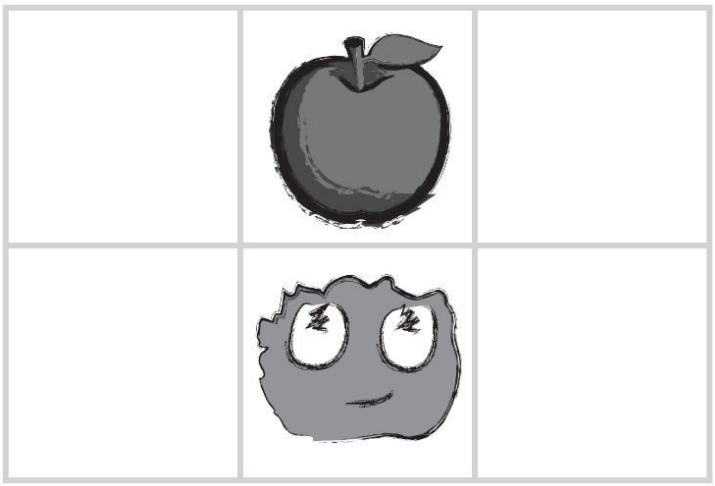
Frustrated

Confused

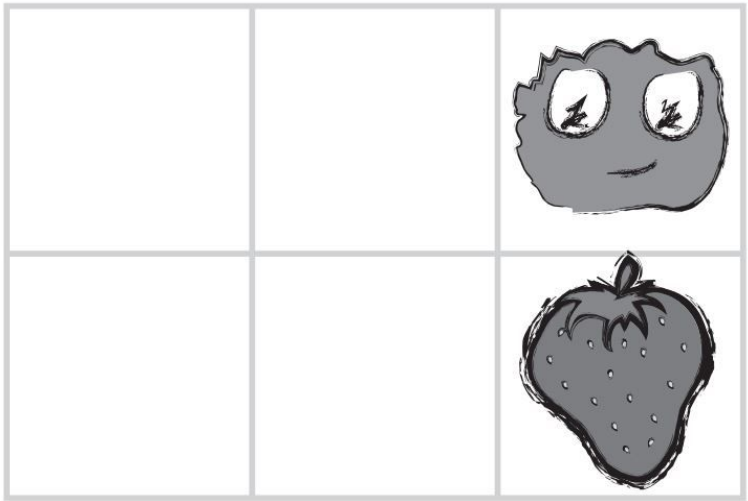
Name(s)_____ Period _____ Date _____

Happy Maps

1. Which way should the Flurb step to get to the fruit?

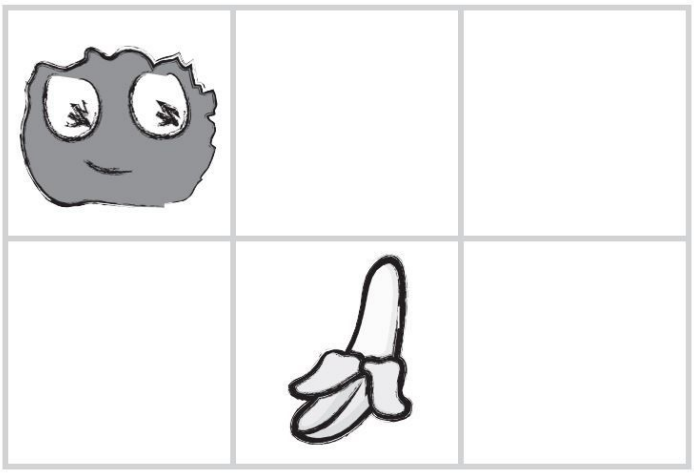


2. Which way should the Flurb step to get to the fruit?

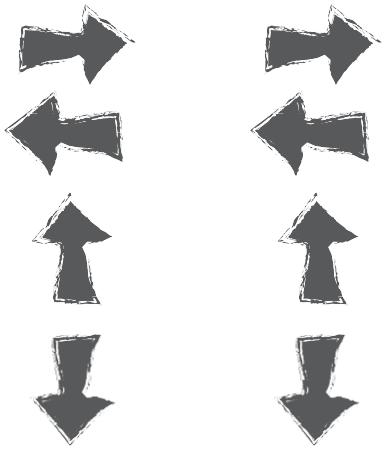


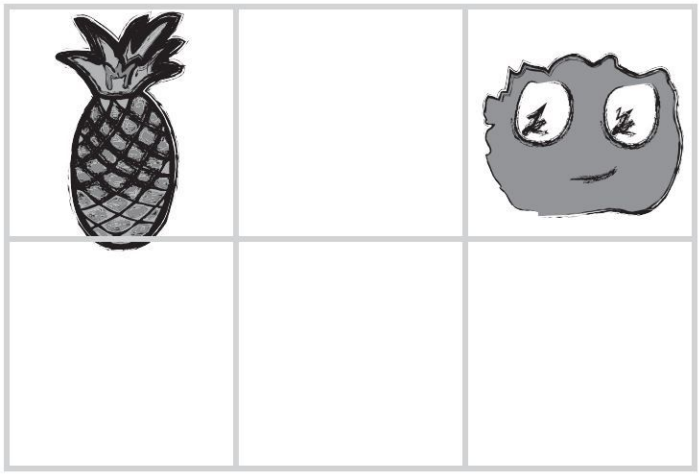
Name(s)_____ Period _____ Date _____

Happy Maps

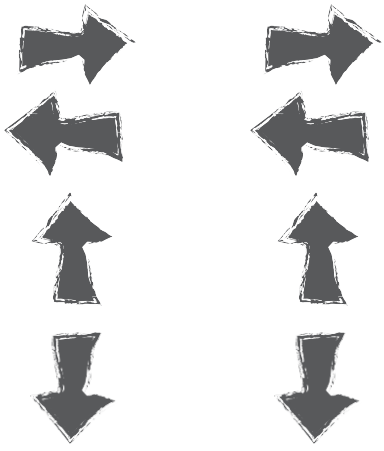


3. Which two ways should the Flurb step to get to the fruit?



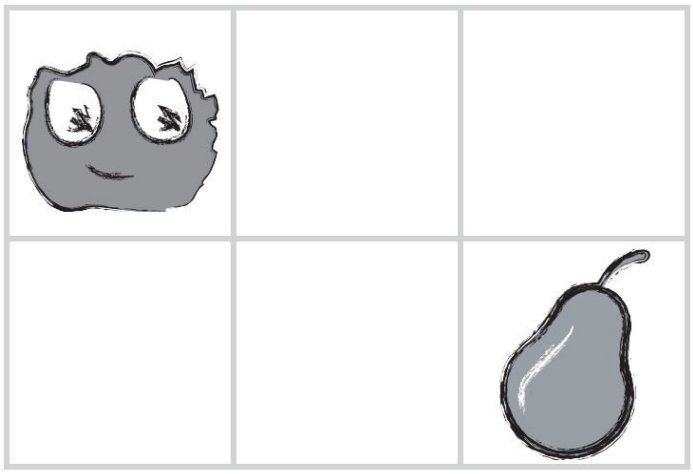


4. Which two ways should the Flurb step to get to the fruit?

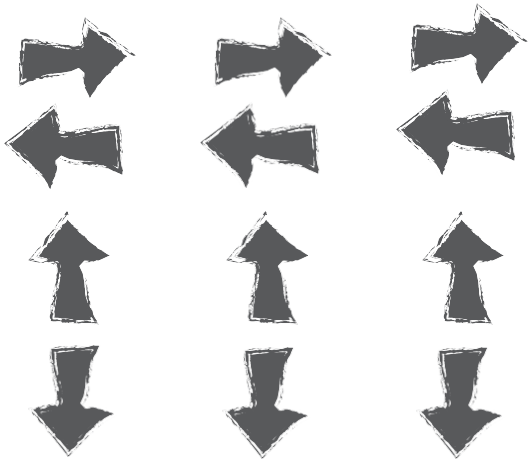


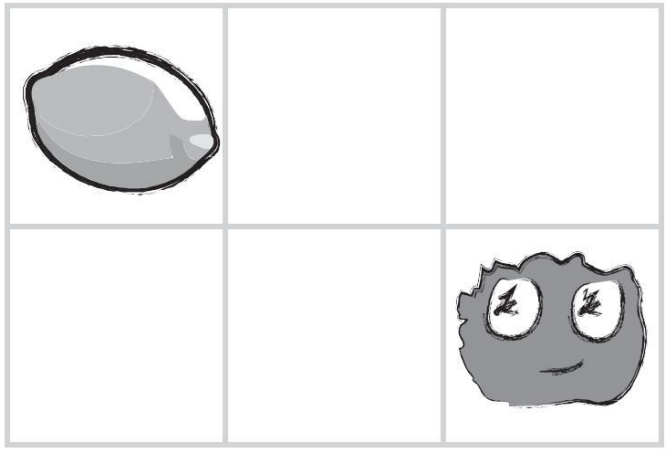
Name(s)_____ Period _____ Date _____

Happy Maps

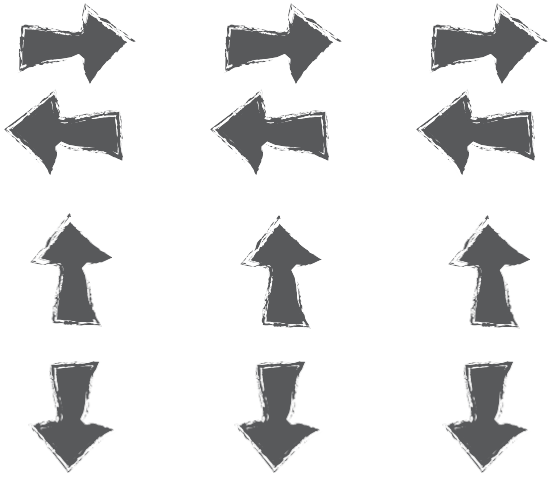


5. What should the Flurb do to get to the fruit?





6. What should the Flurb do to get to the fruit?



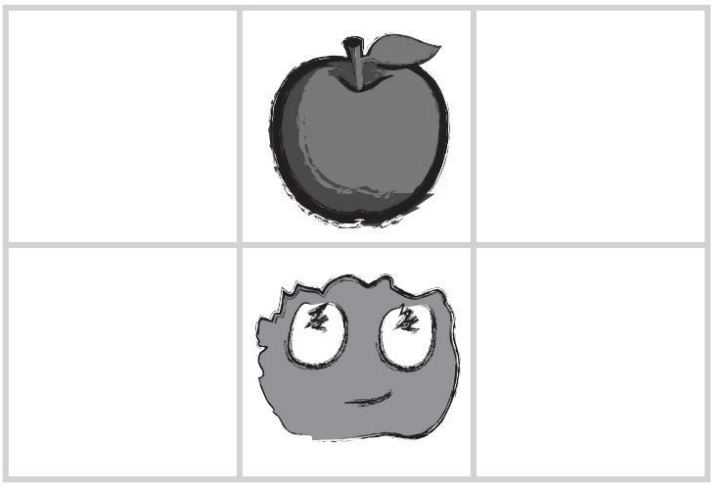
Name(s)_____ Period _____ Date _____

Happy Maps

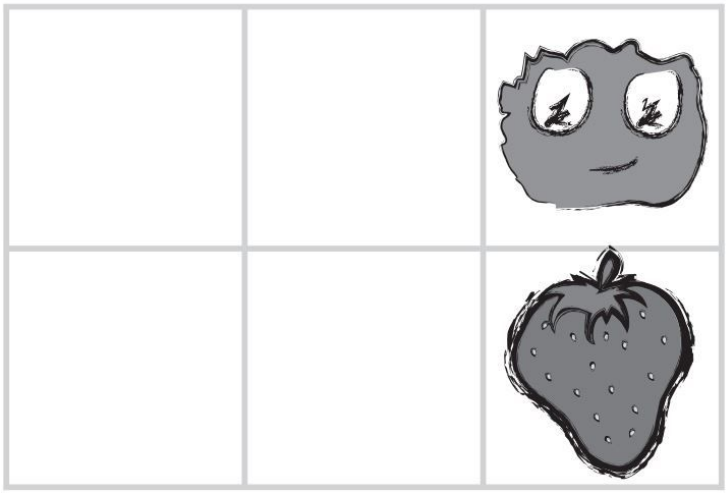
TEACHER KEY

Happy Maps

1. Which way should the Flurb step to get to the fruit?

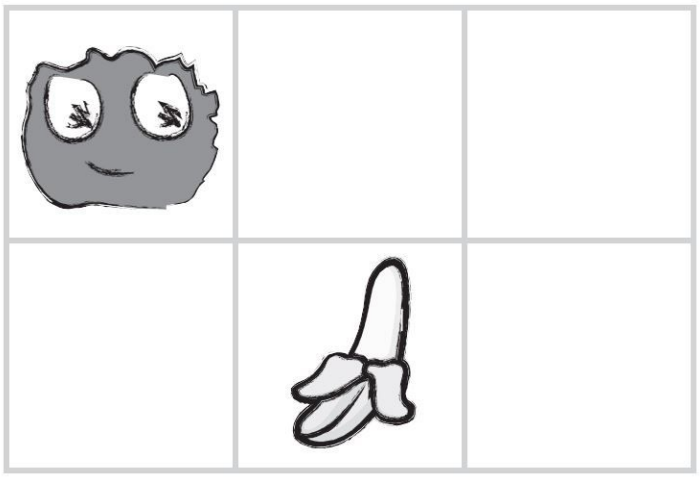


2. Which way should the Flurb step to get to the fruit?

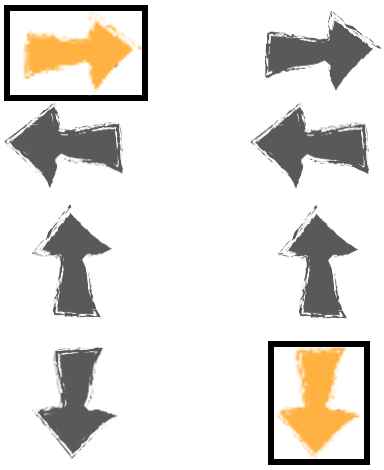


TEACHER KEY

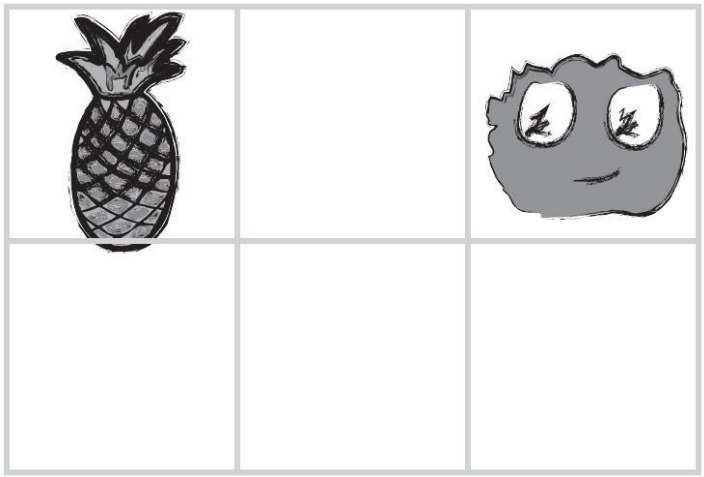
Happy Maps



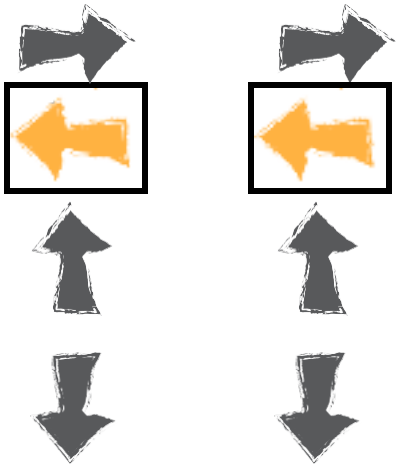
3. Which two ways should the Flurb step to get to the fruit?



(2 possible answers)

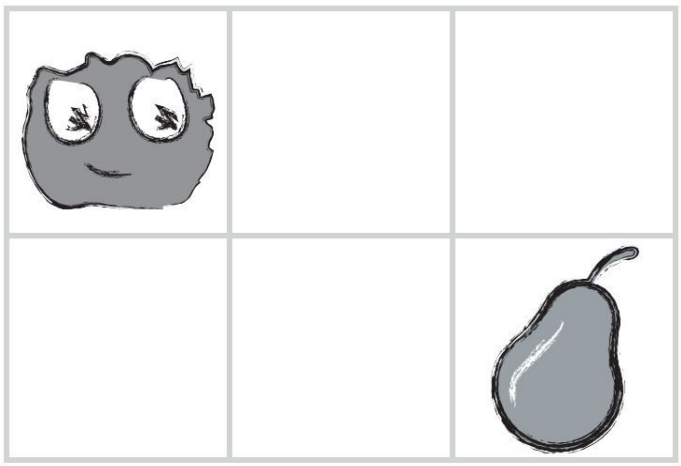


4. Which two ways should the Flurb step to get to the fruit?



TEACHER KEY

Happy Maps



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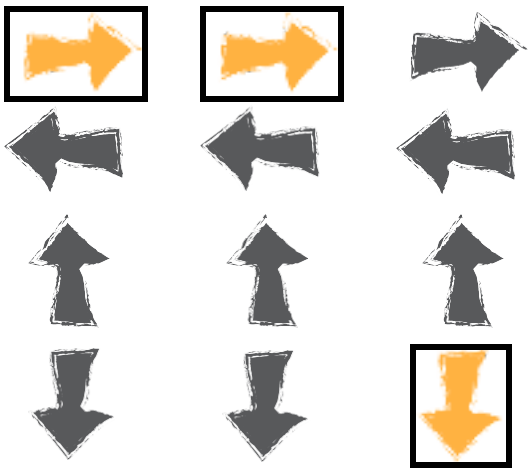
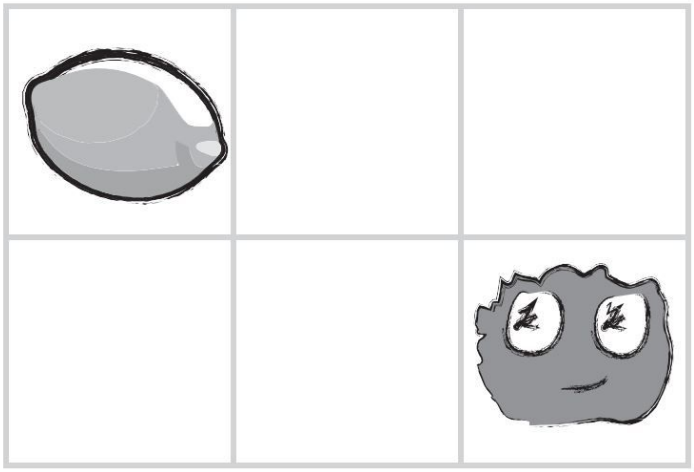
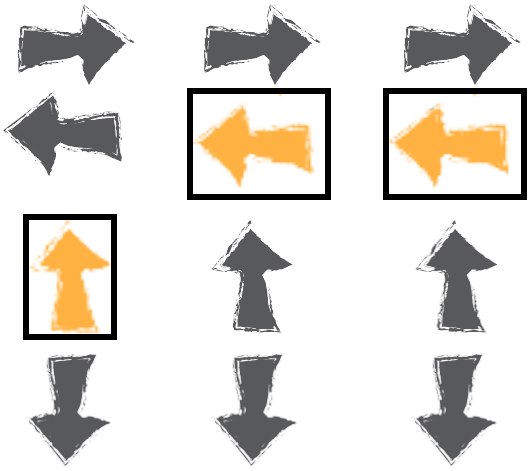


(3 possible answers)

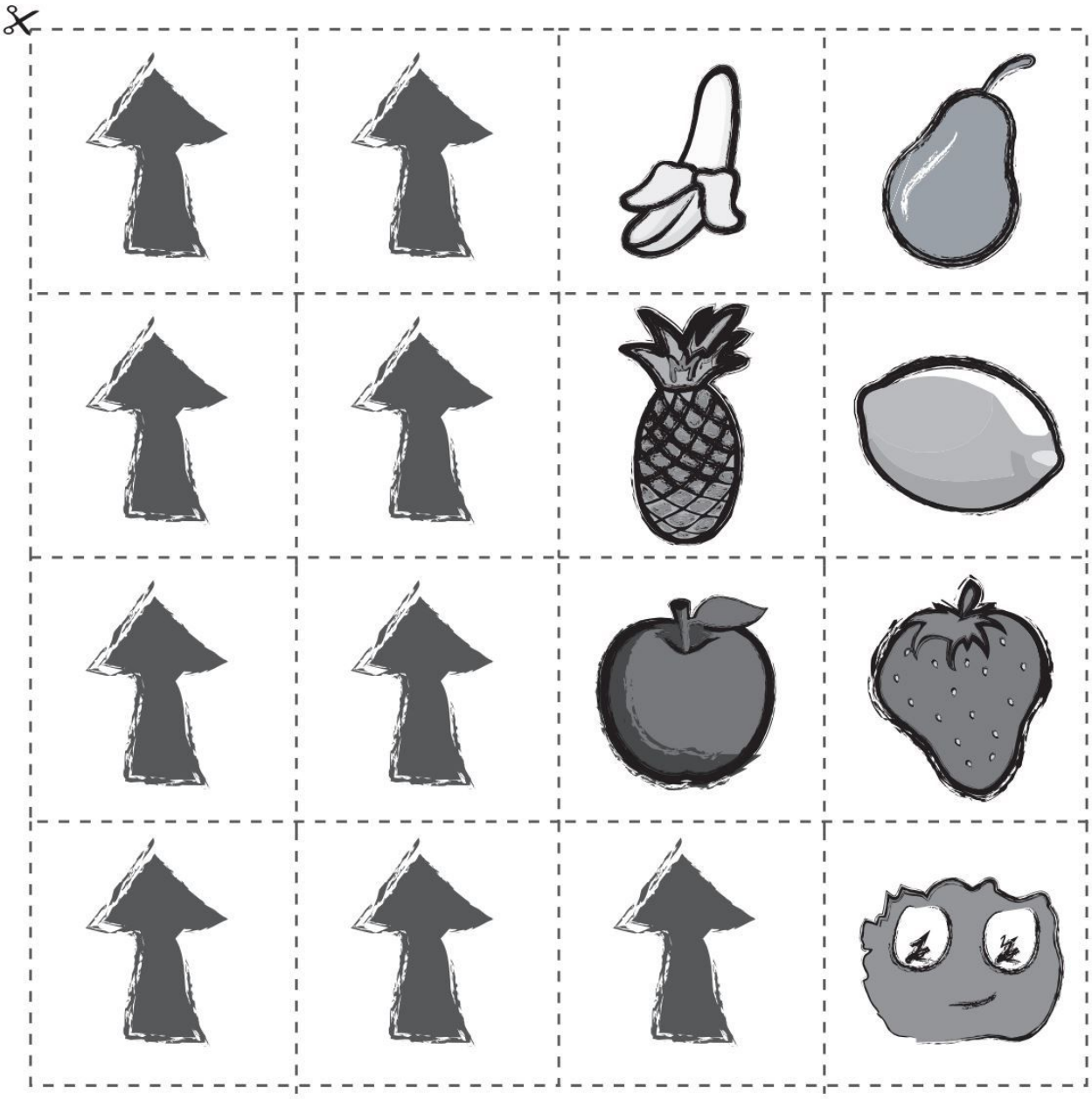


6. What should the Flurb do to get to the fruit?



(3 possible answers)

Happy Maps Game Pieces



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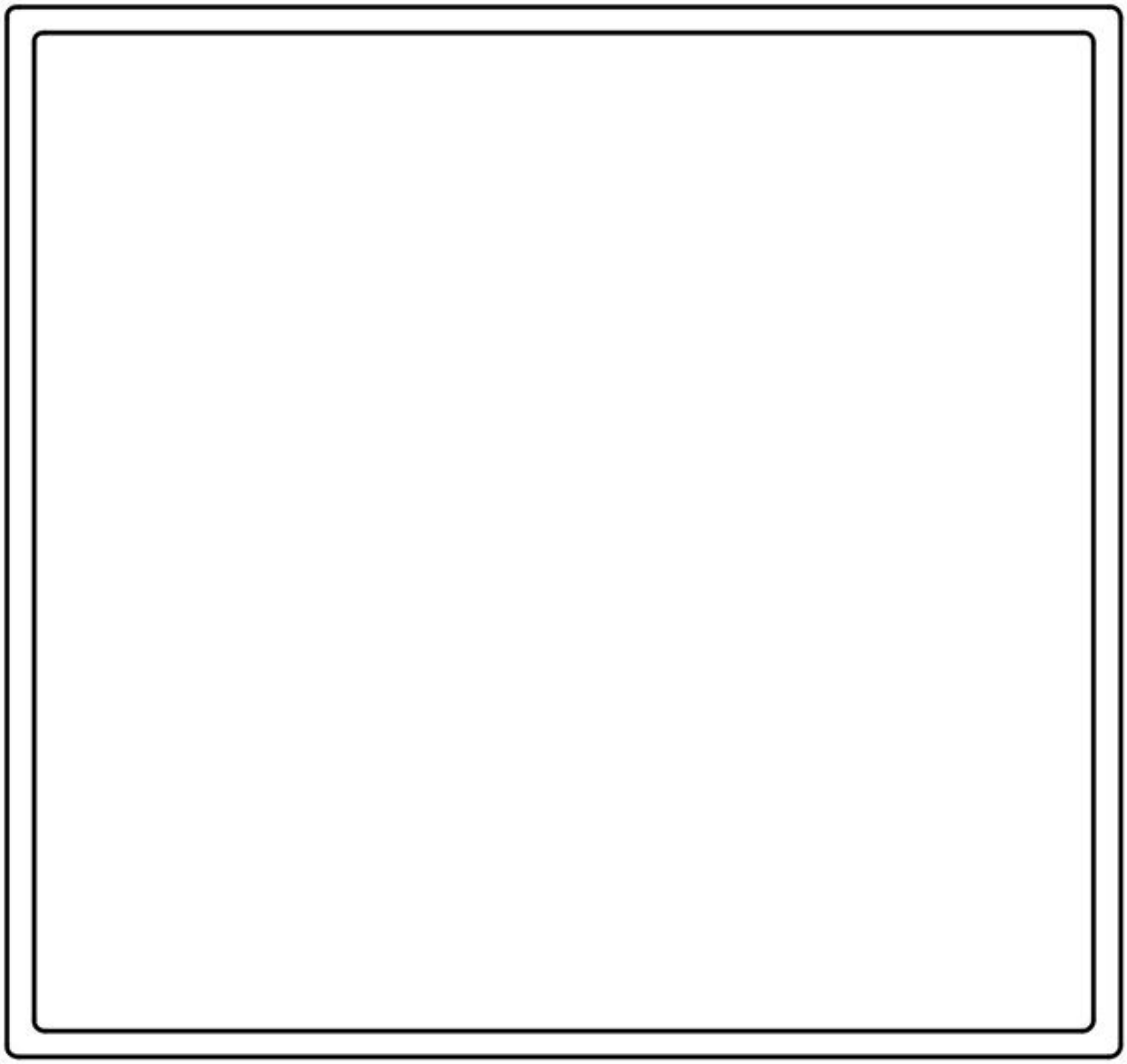
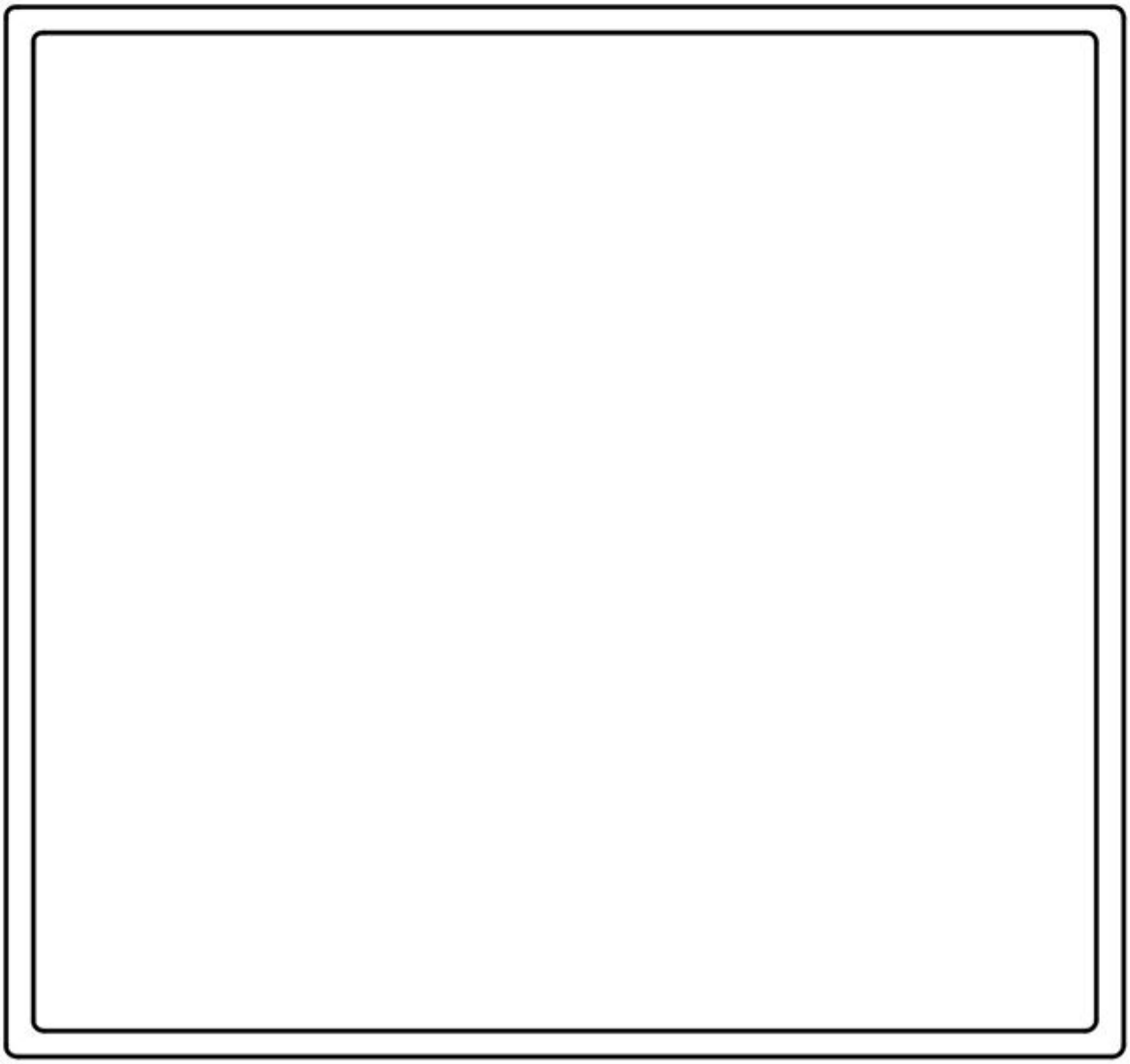


Grade: Date:

My Think Spot Journal

Date:



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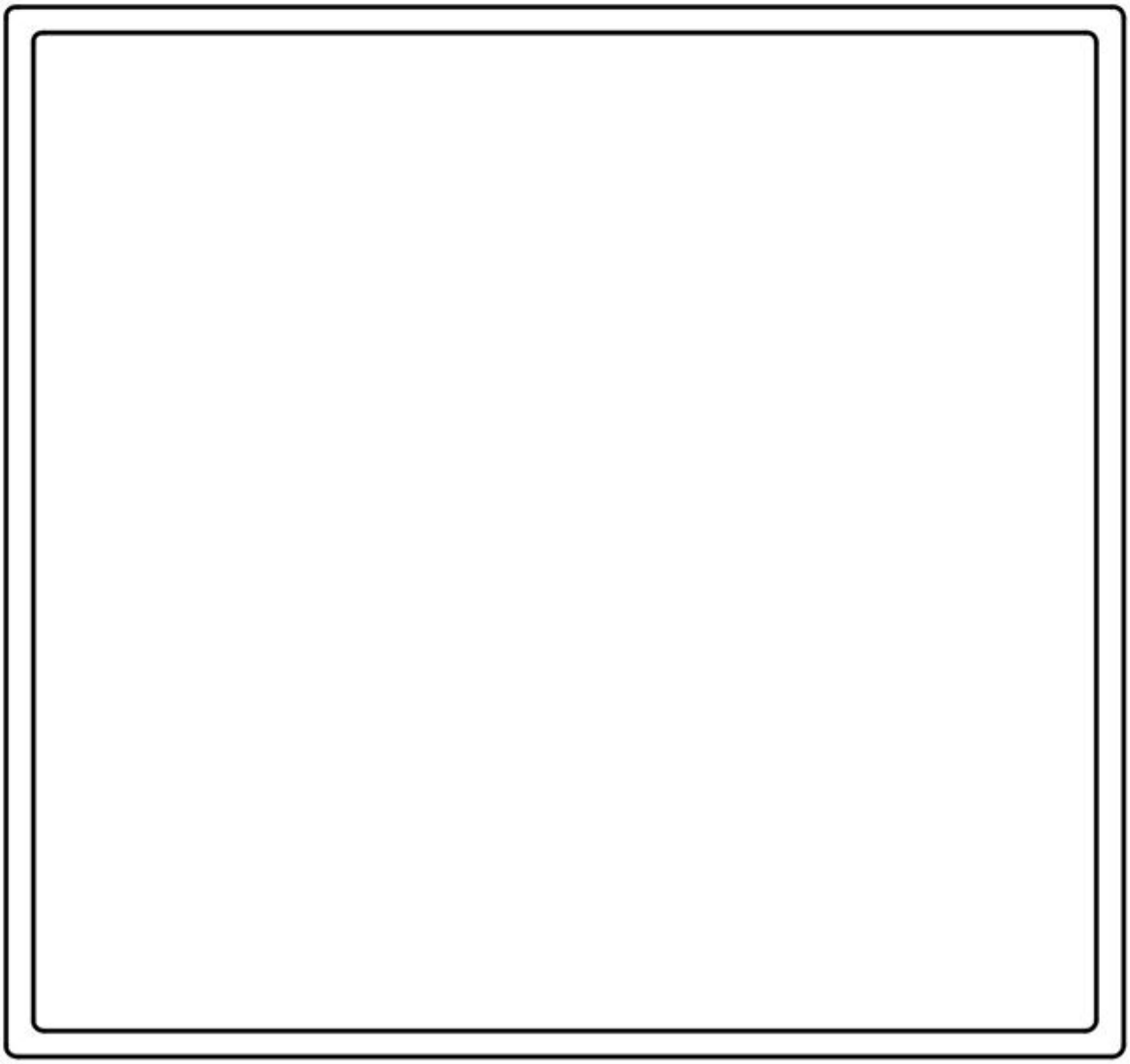

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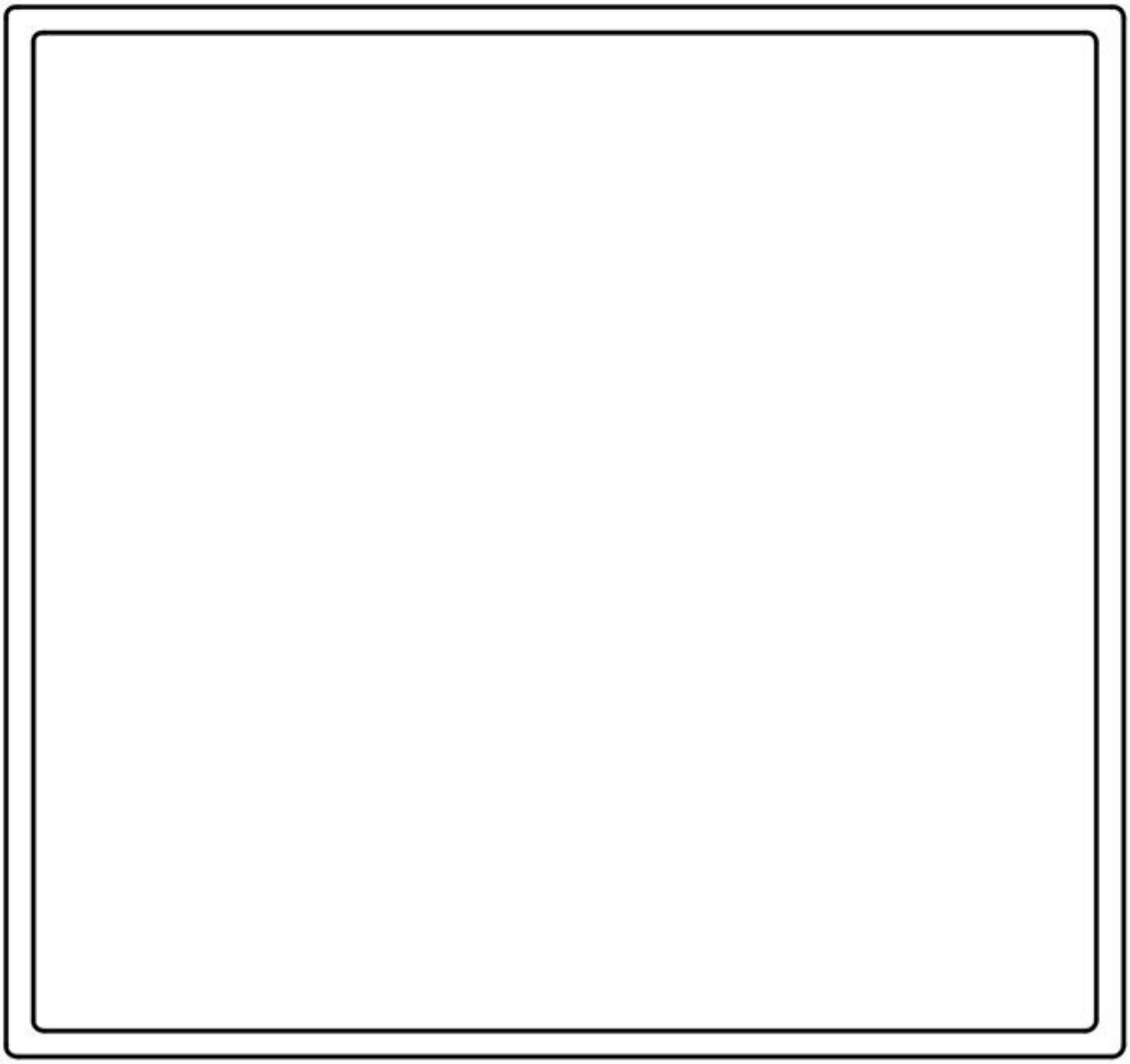

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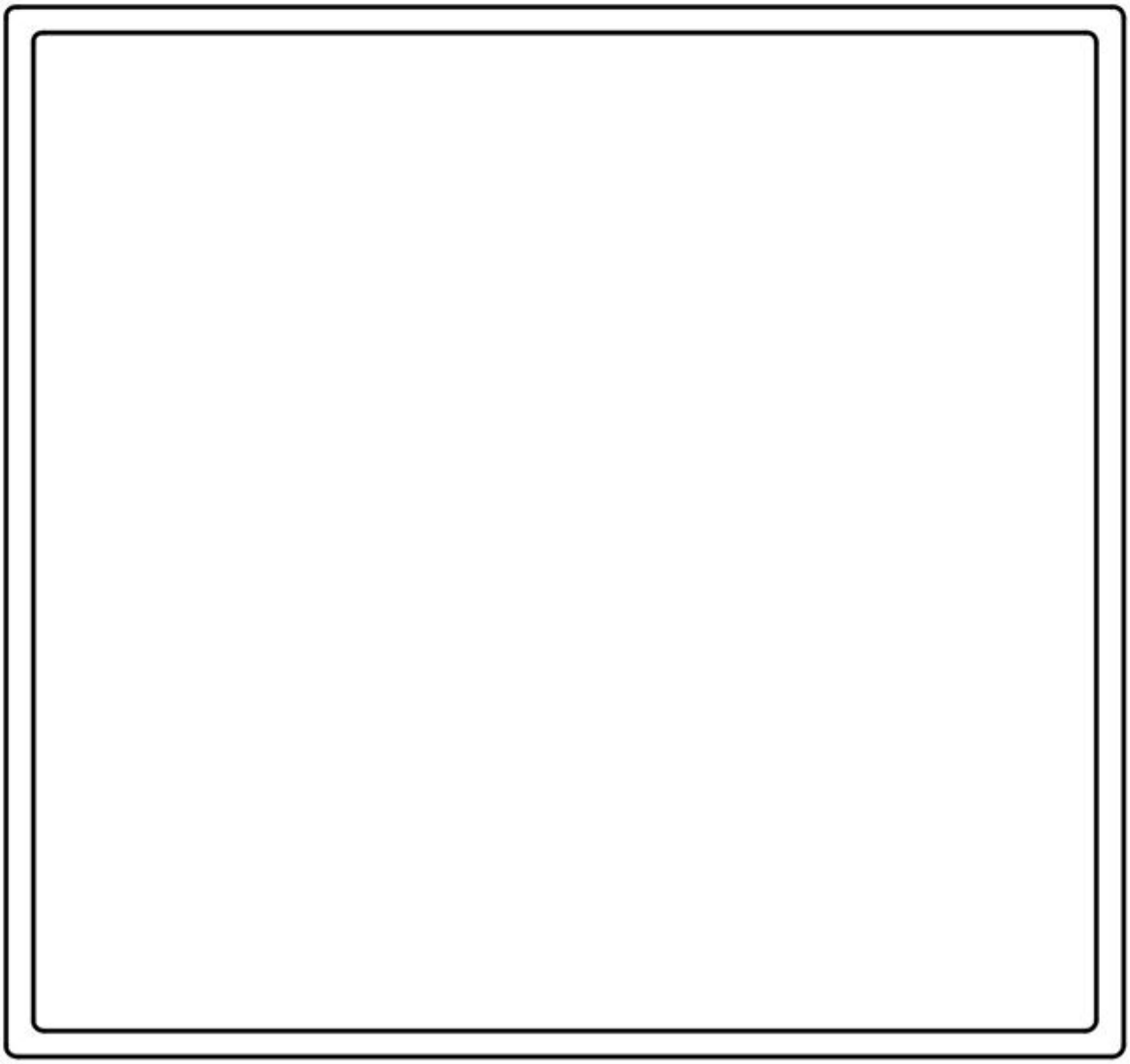

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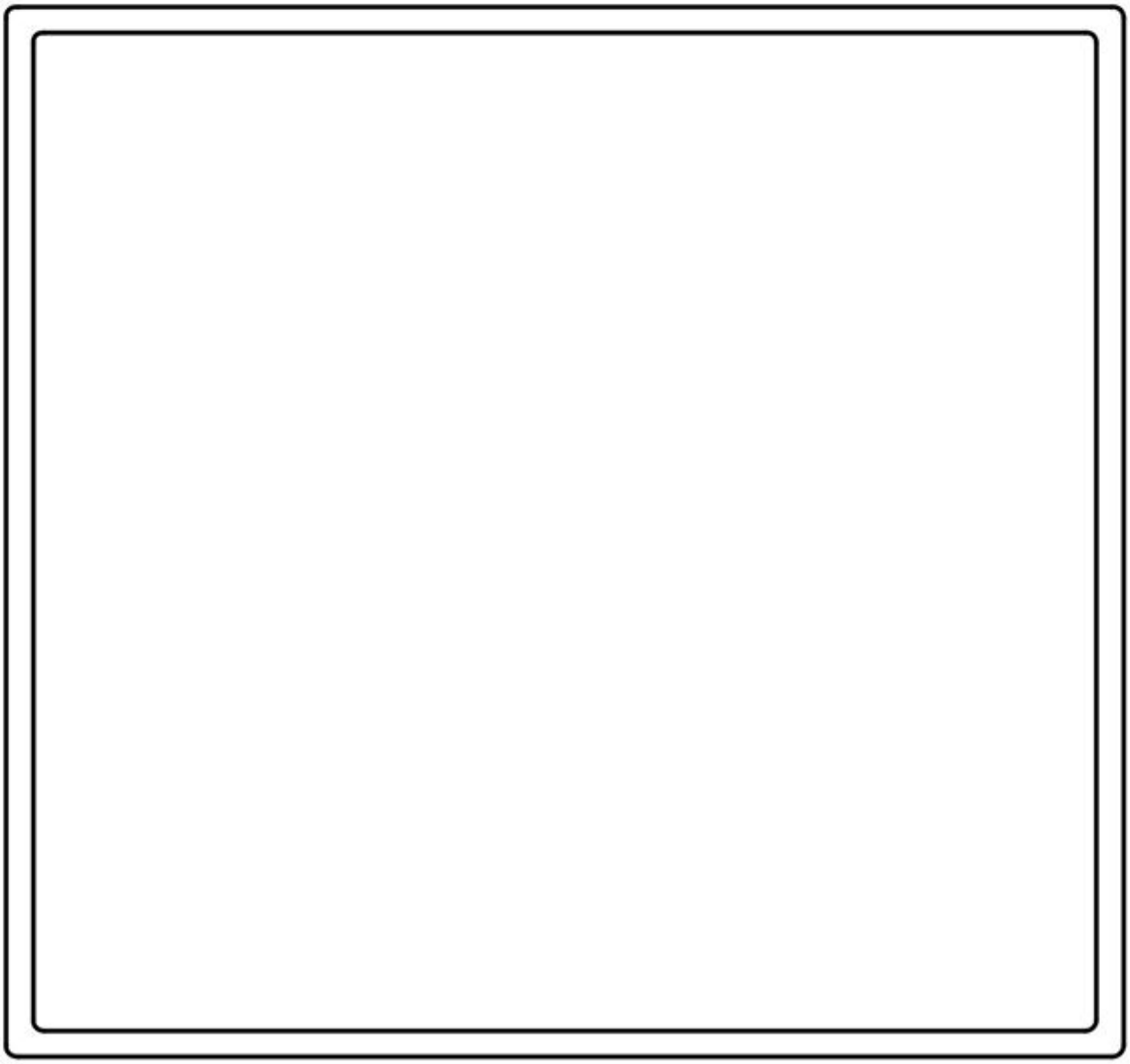

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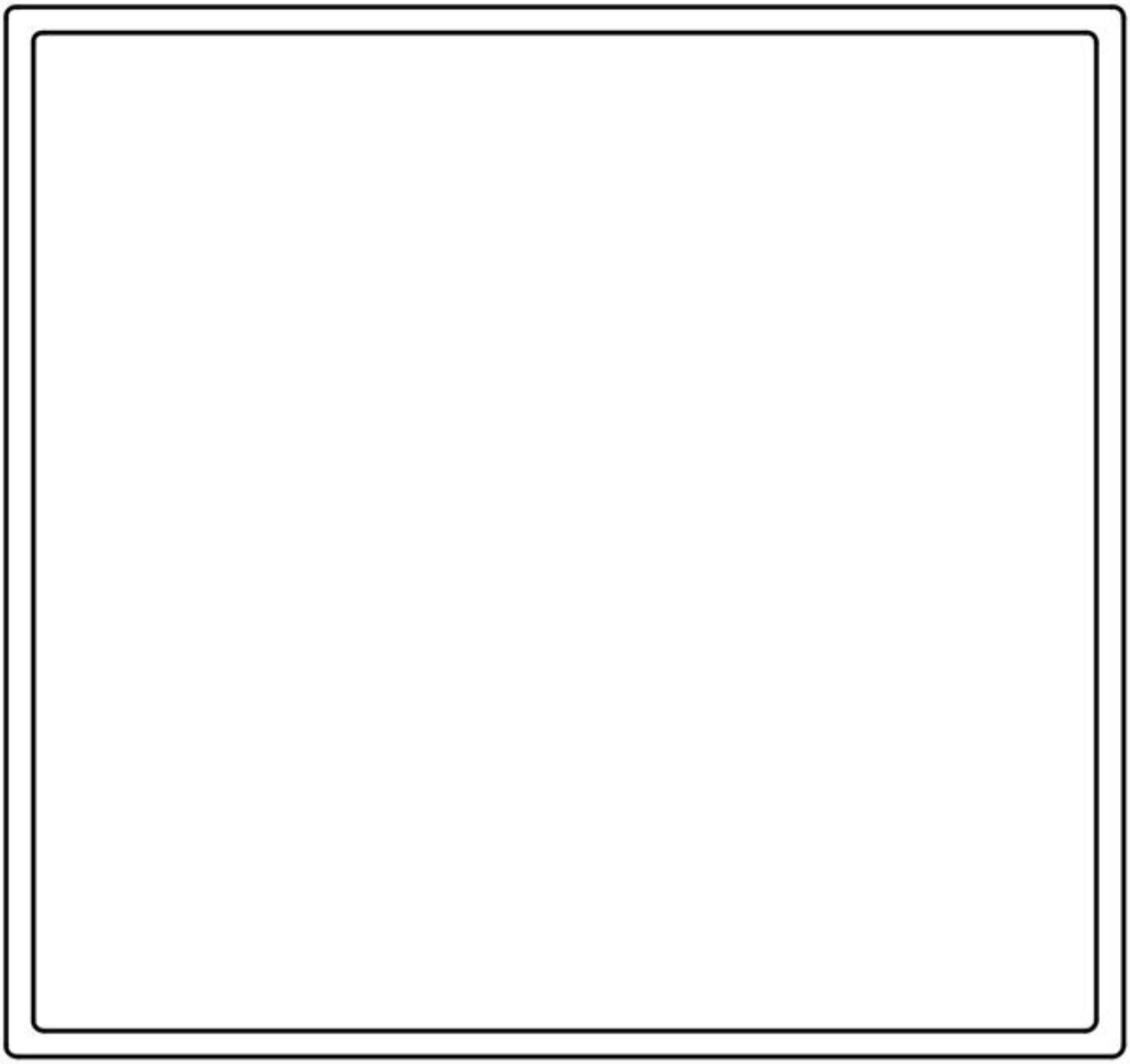

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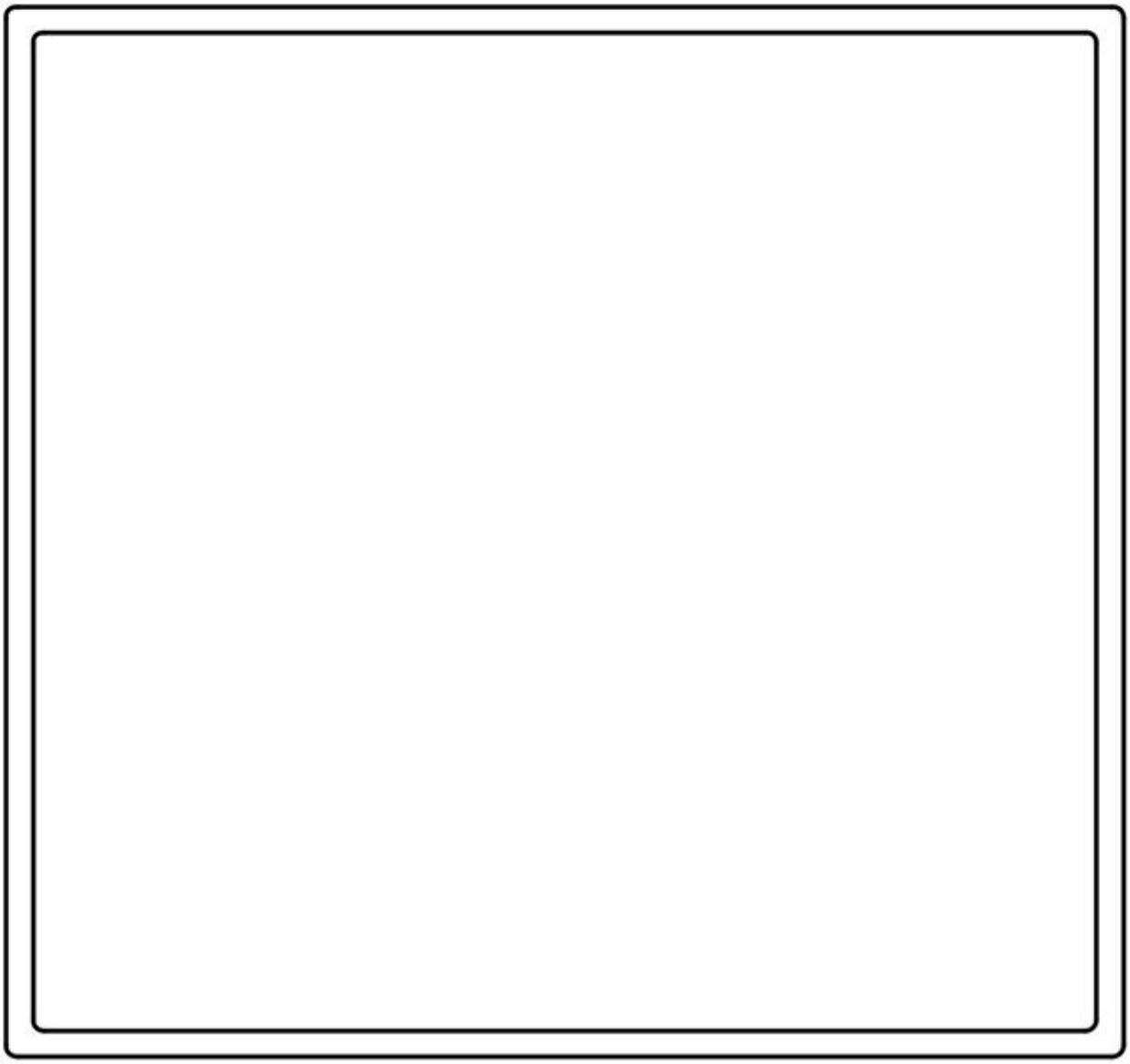

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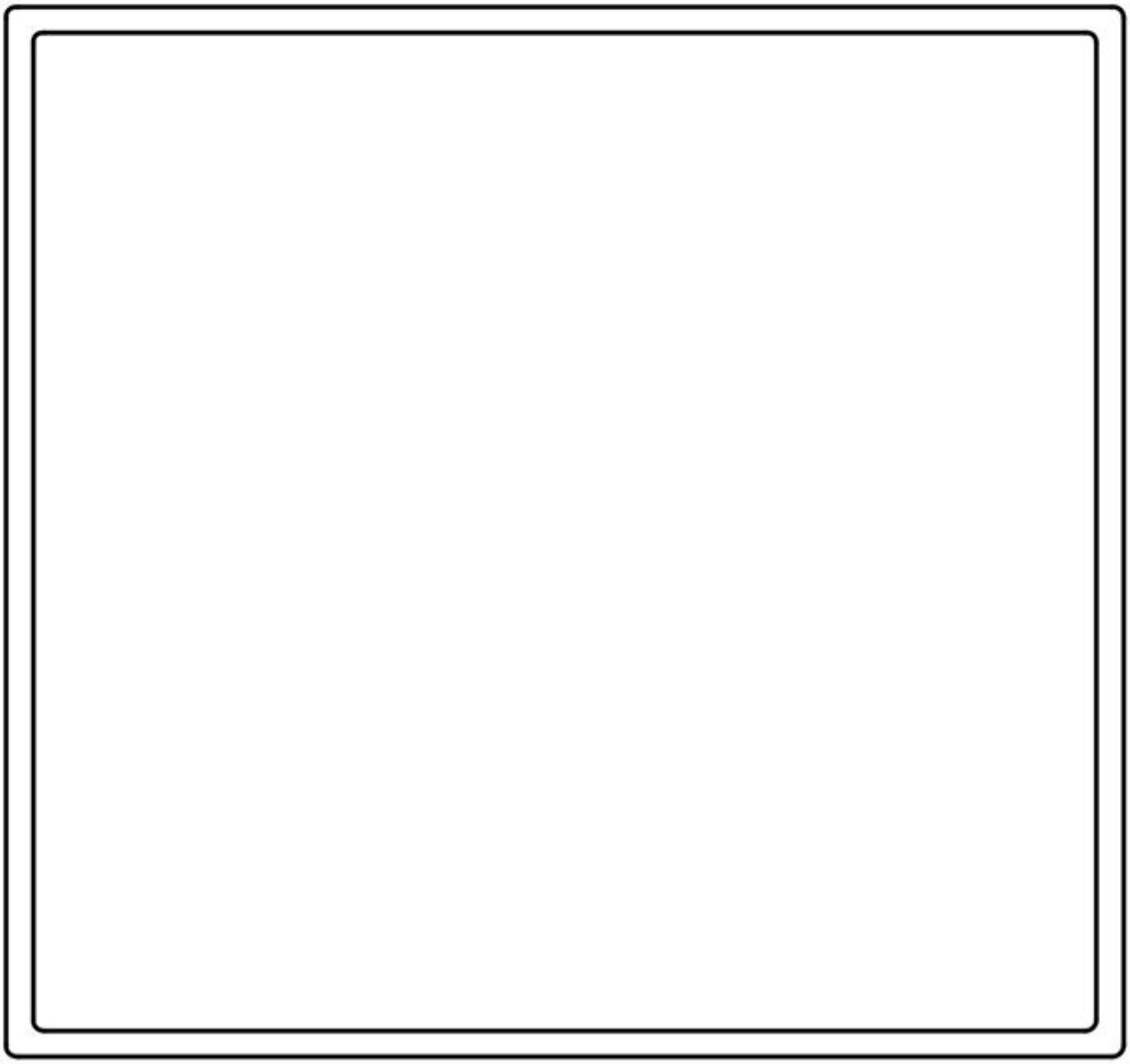

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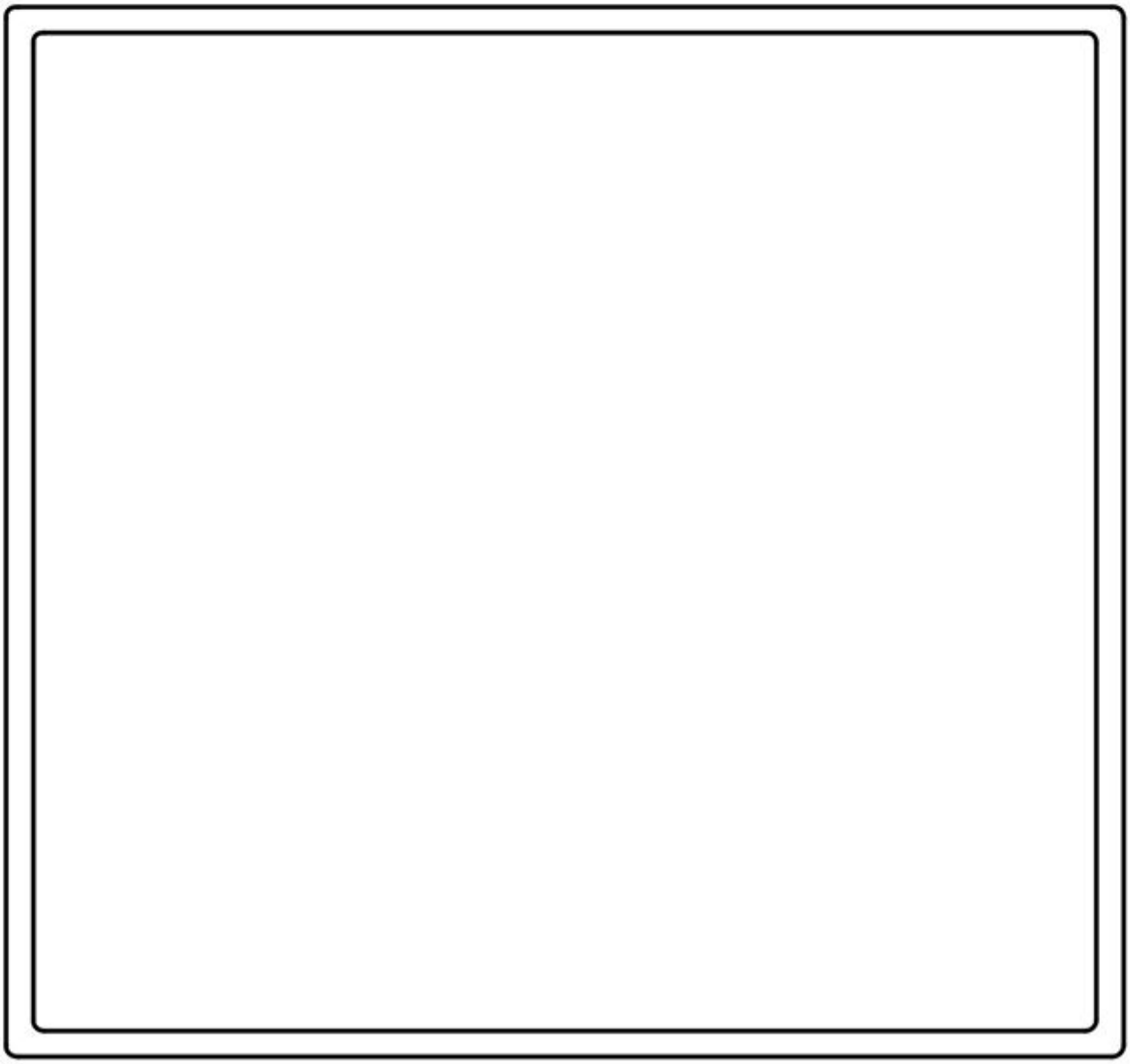
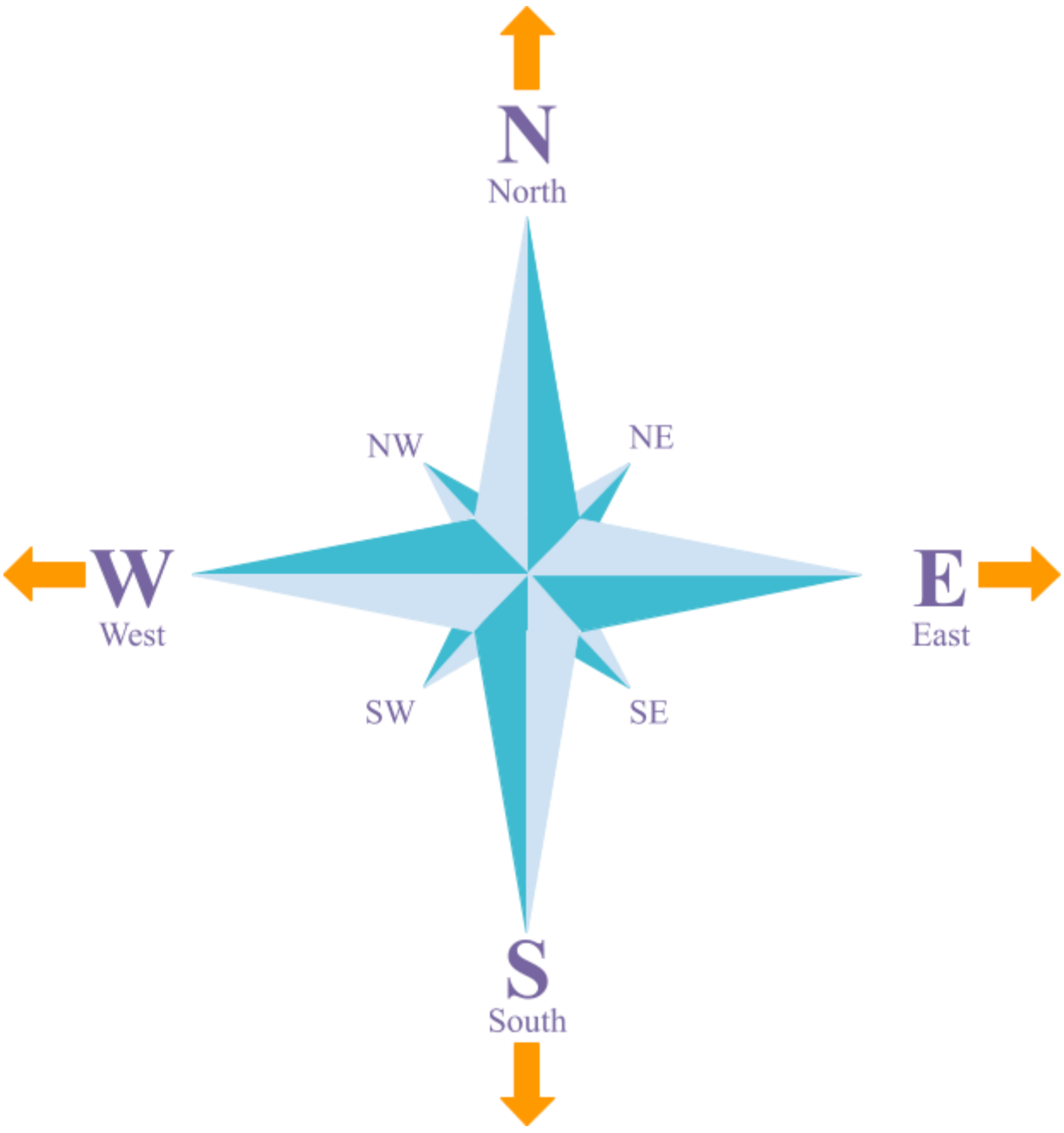


Unit 1 Lesson 6

Programming in Maze

Resources

Code.org Compass Rose



Great

Good

Okay

Bad

Sad

Angry

Frustrated

Confused

Main Activity Notes

Teachers play a vital role in computer science education and supporting a collaborative and vibrant classroom environment. During online activities, the role of the teacher is primarily one of encouragement and support. Online lessons are meant to be student-centered, so teachers should avoid stepping in when students get stuck. Some ideas on how to do this are:

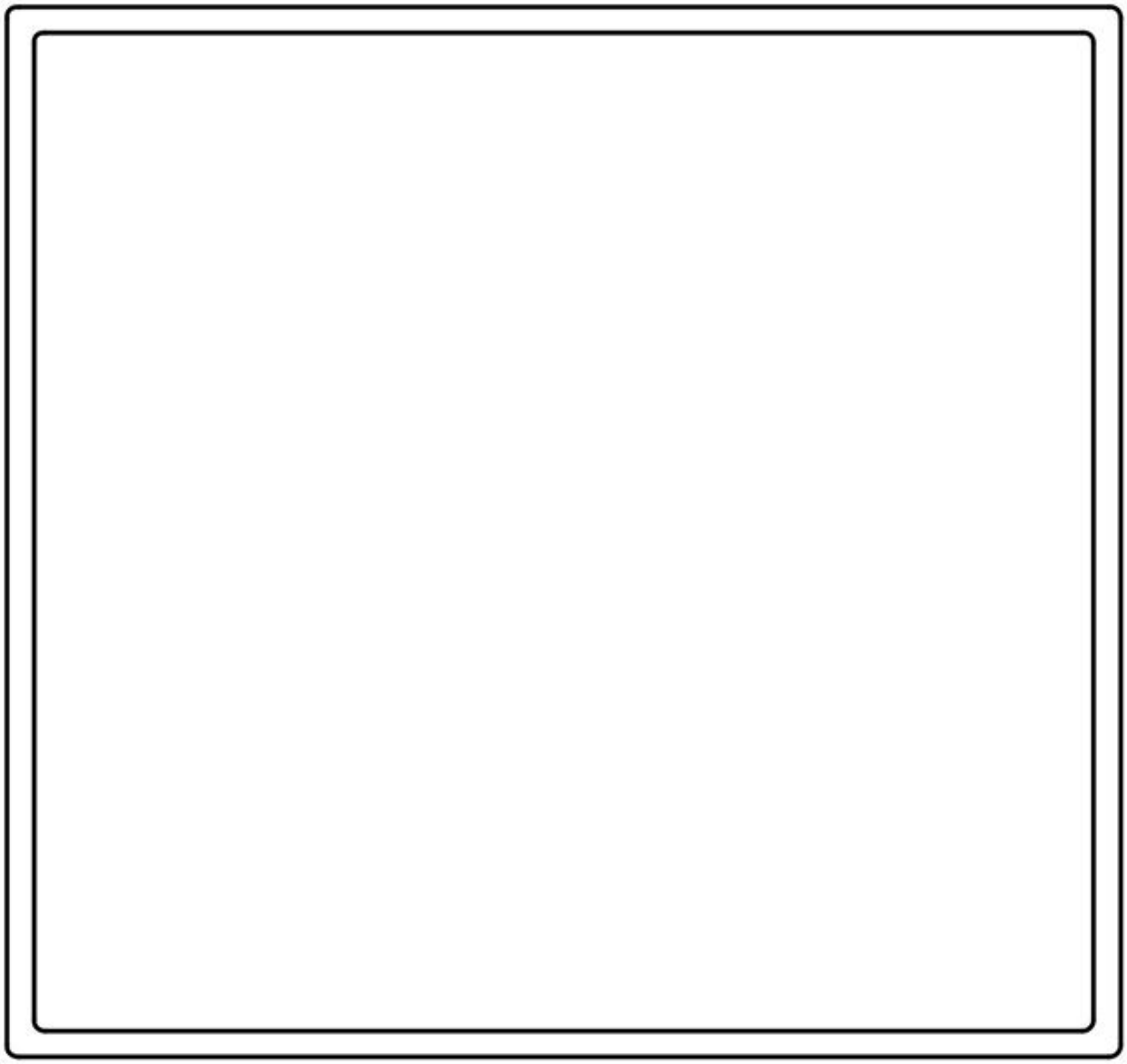
- Utilize pair programming whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
    - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before you approach.
- Have students describe the problem that they're seeing. What is it supposed to do? What does it do? What does that tell you?
- Remind frustrated students that frustration is a step on the path to learning, and that persistence will pay off.
- If a student is still stuck after all of this, ask leading questions to get the student to spot an error on their own.

Teacher Tip:

Show the students the ***right*** way to help classmates:

- Don't sit in the classmate's chair
- Don't use the classmate's keyboard
- Don't touch the classmate's mouse
- Make sure the classmate can describe the solution to you out loud before you walk away

This Journal Belongs To



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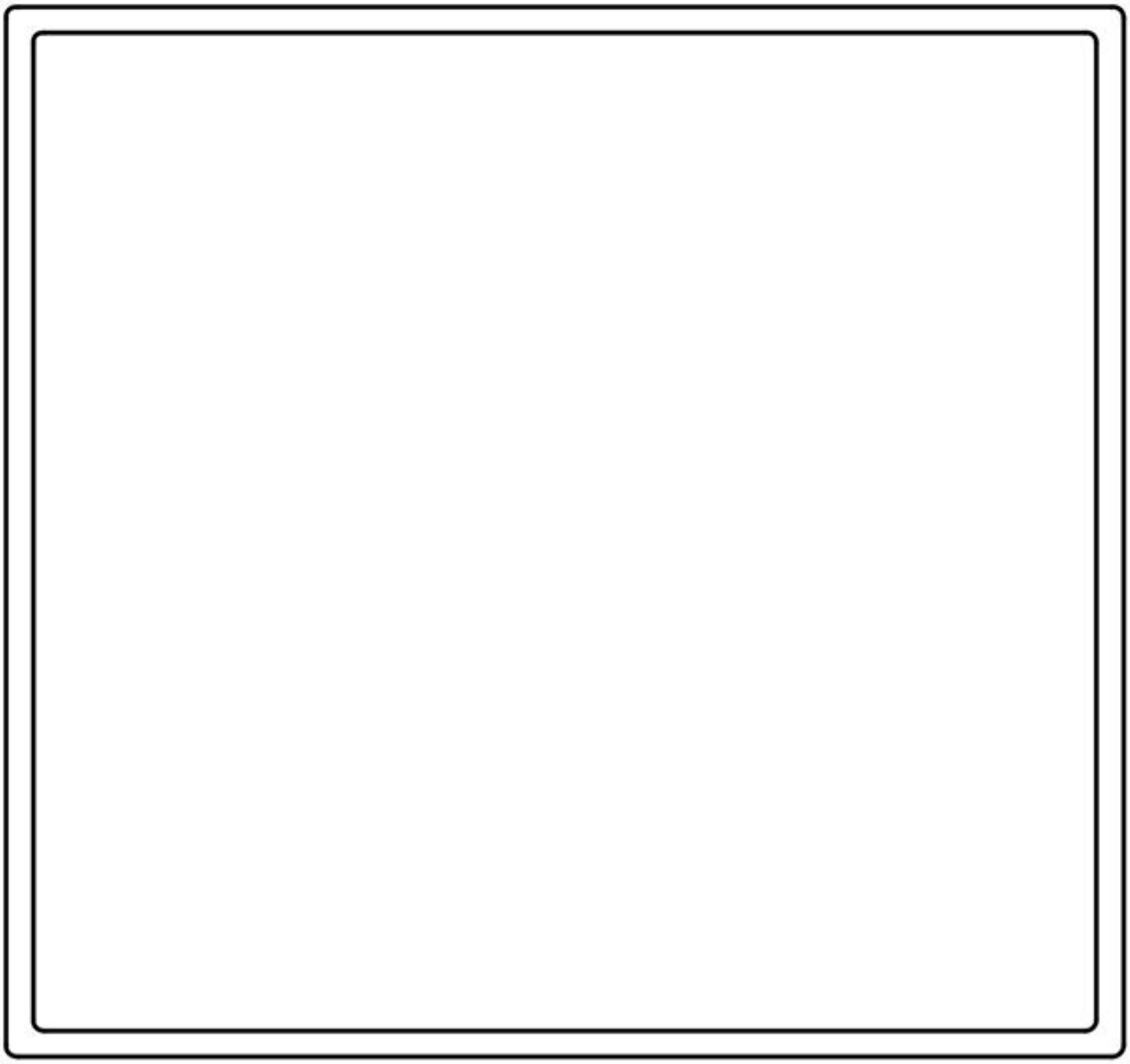

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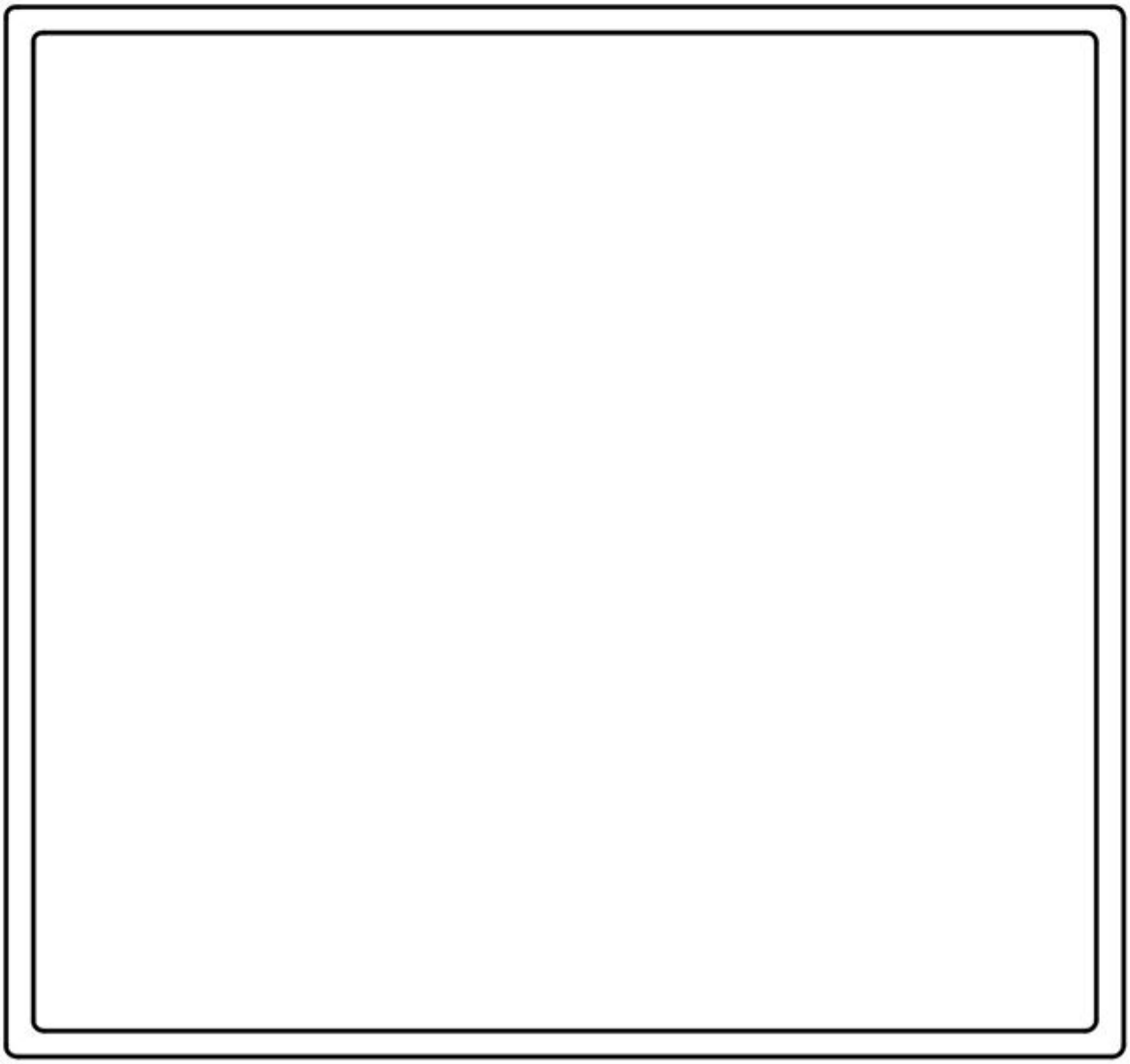

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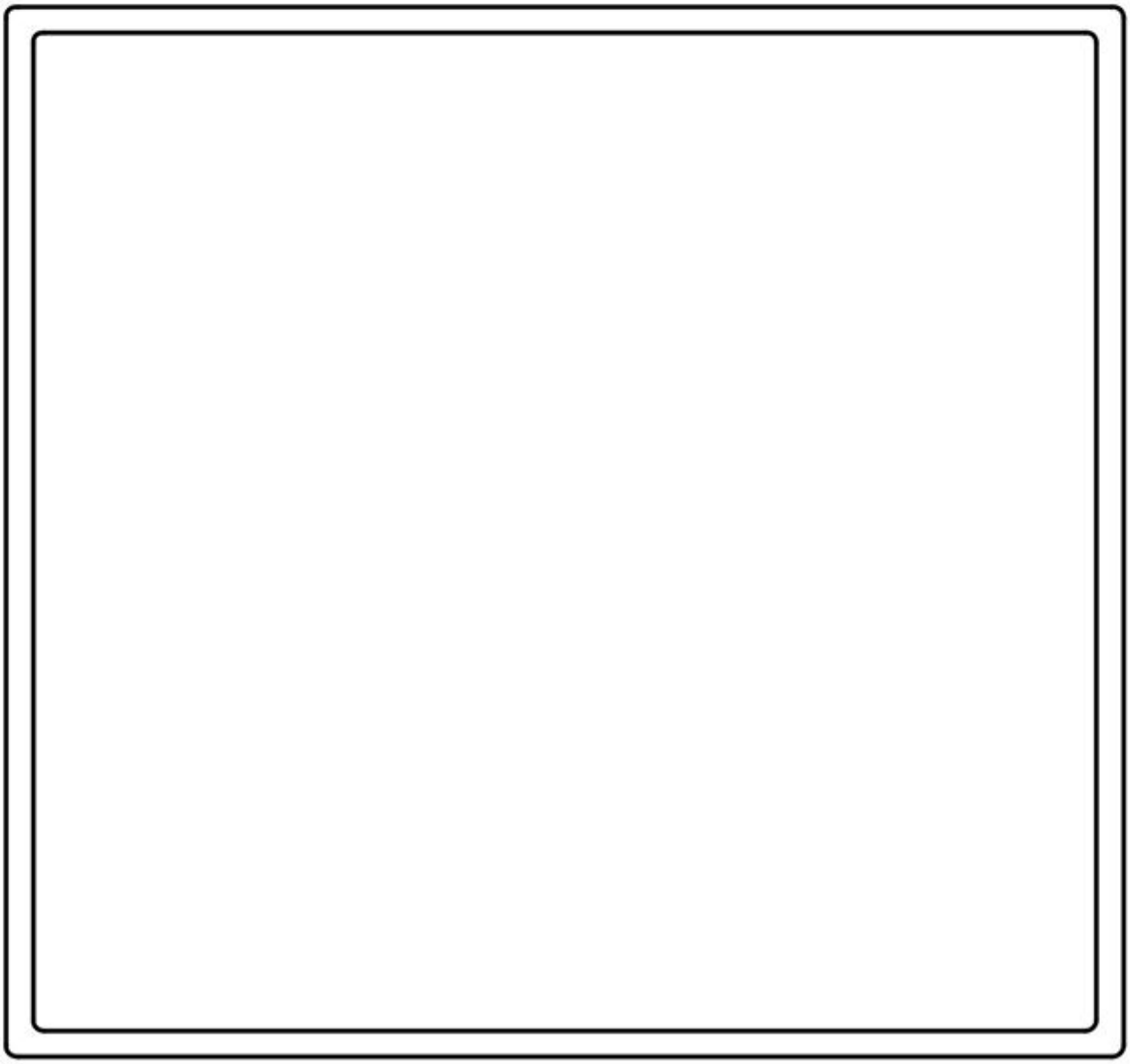

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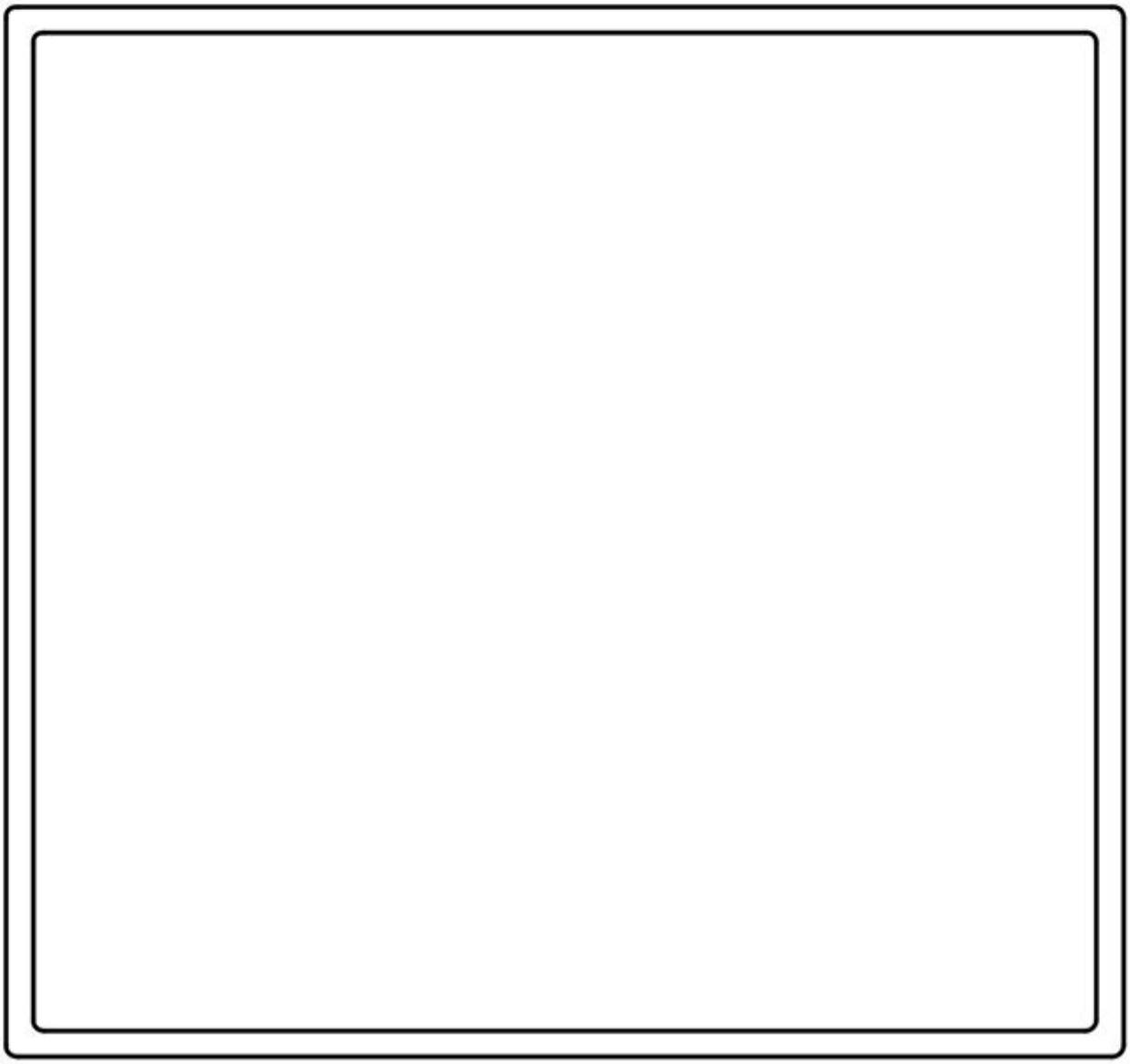

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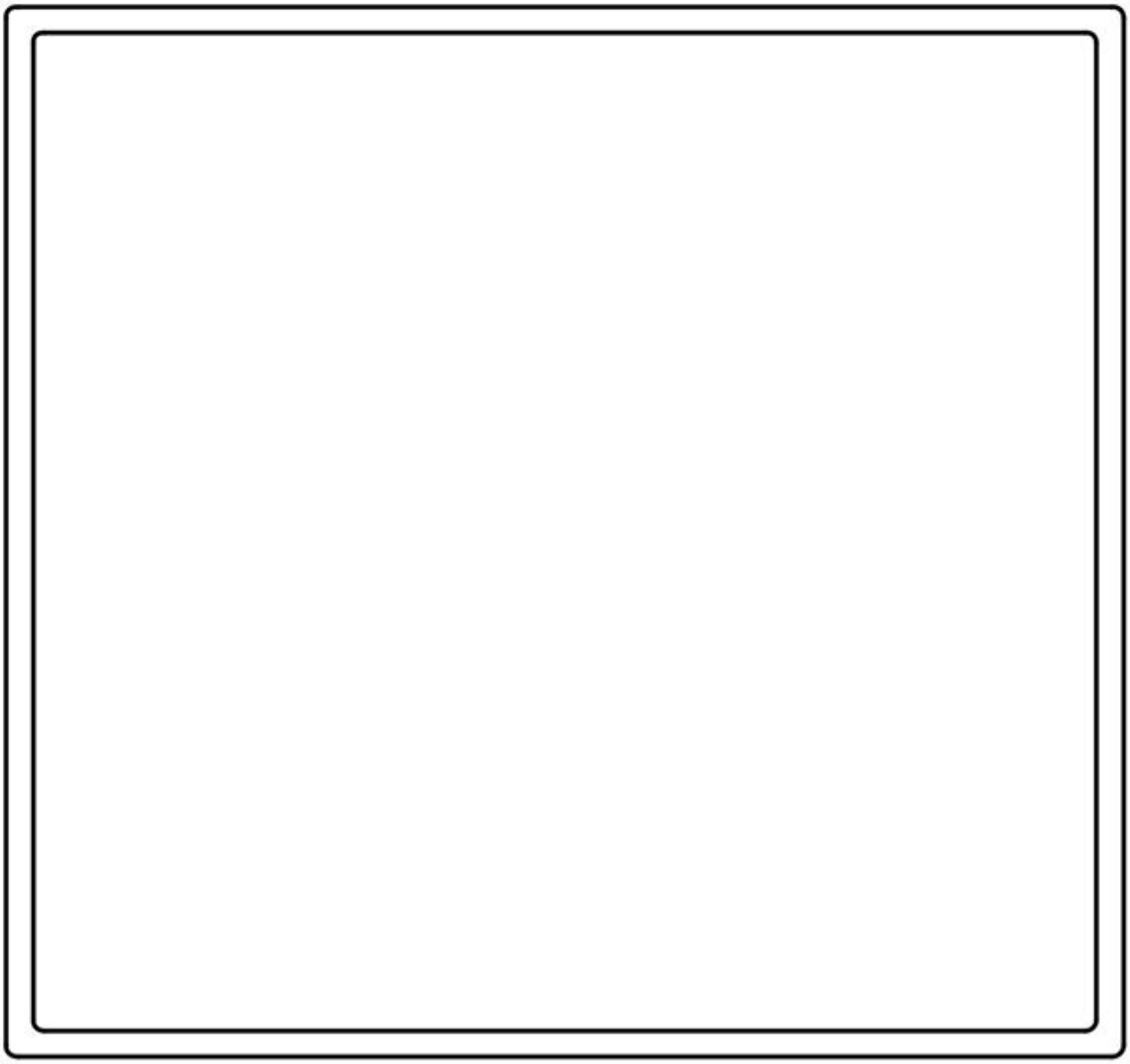

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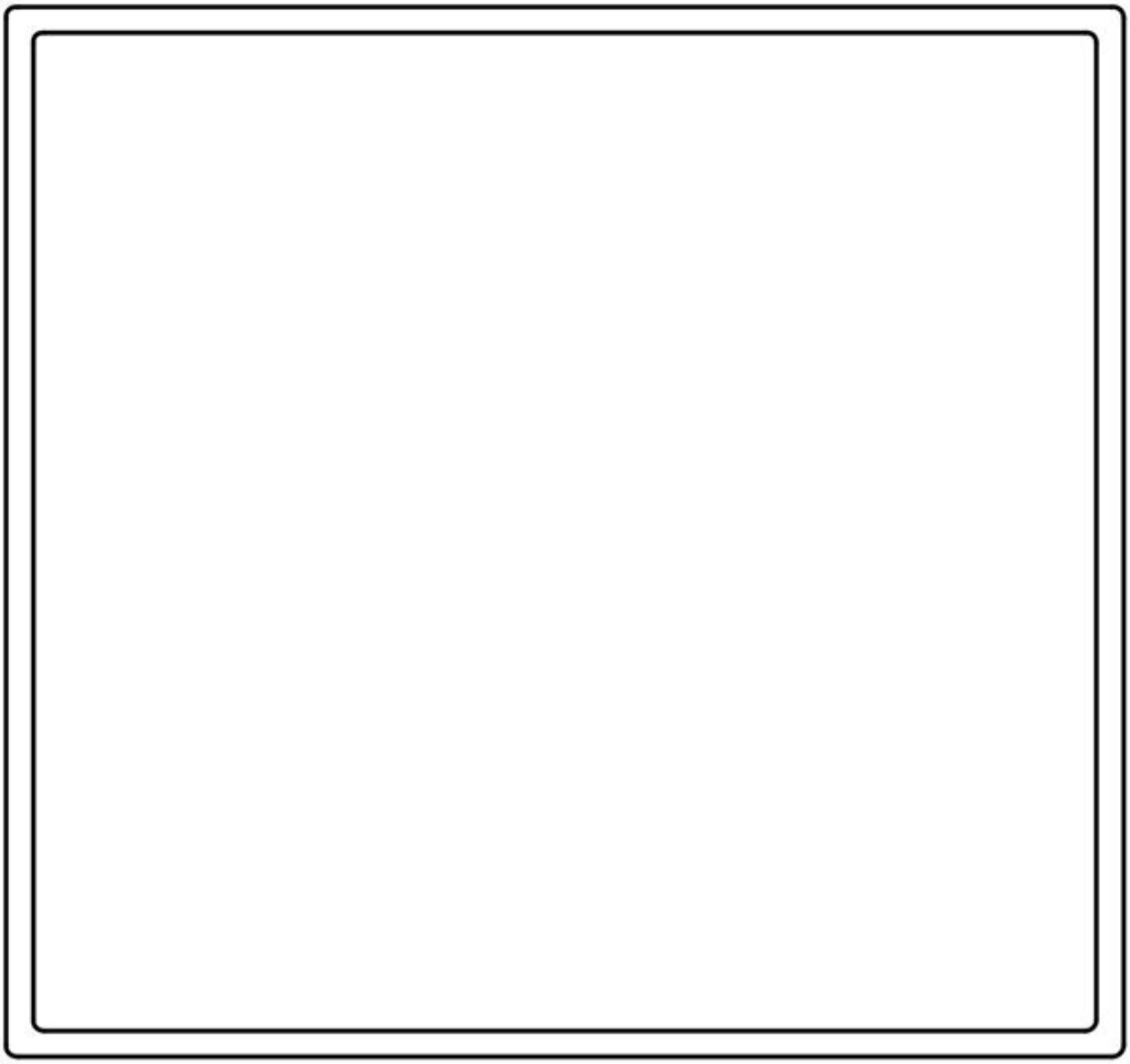

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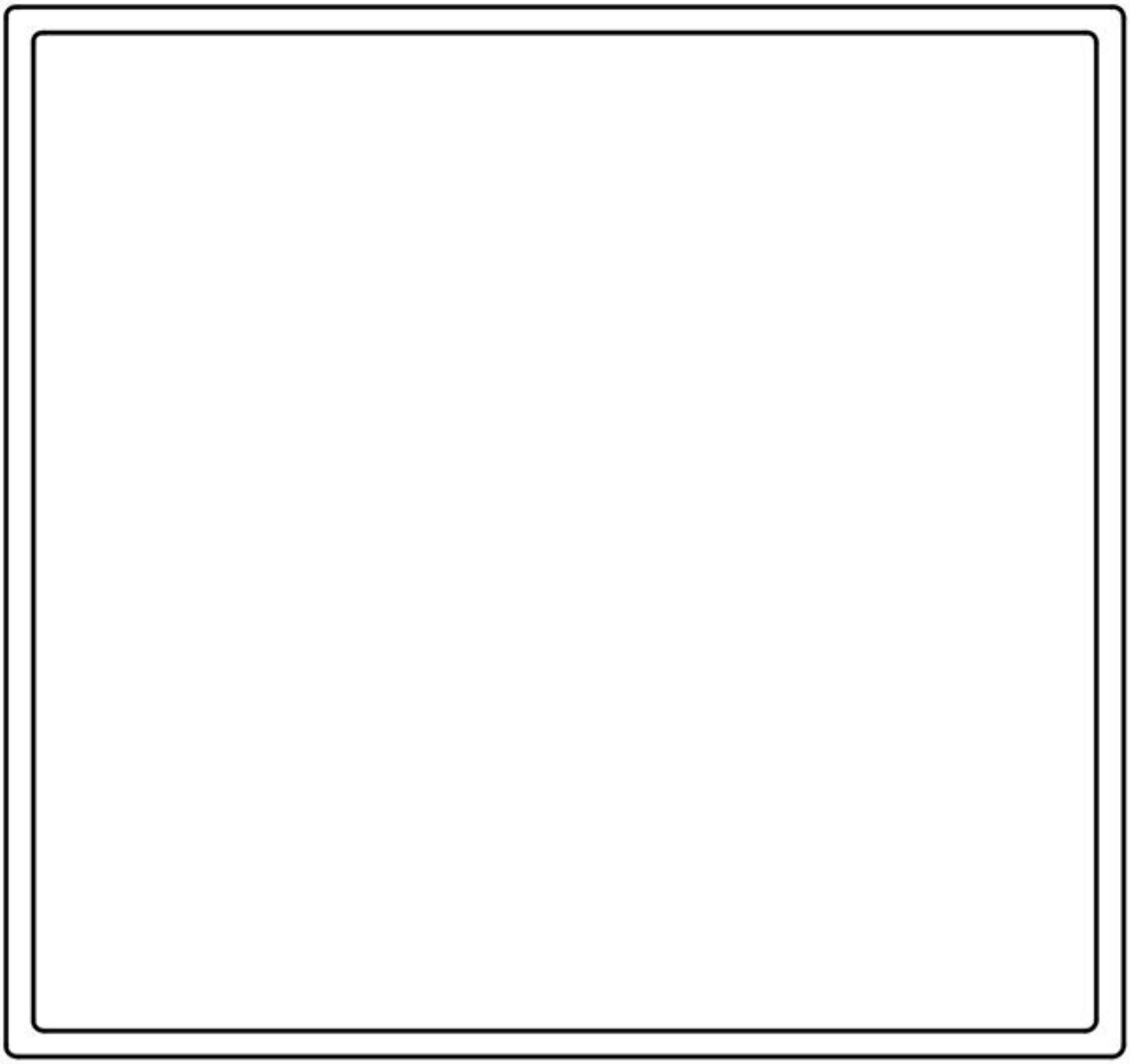

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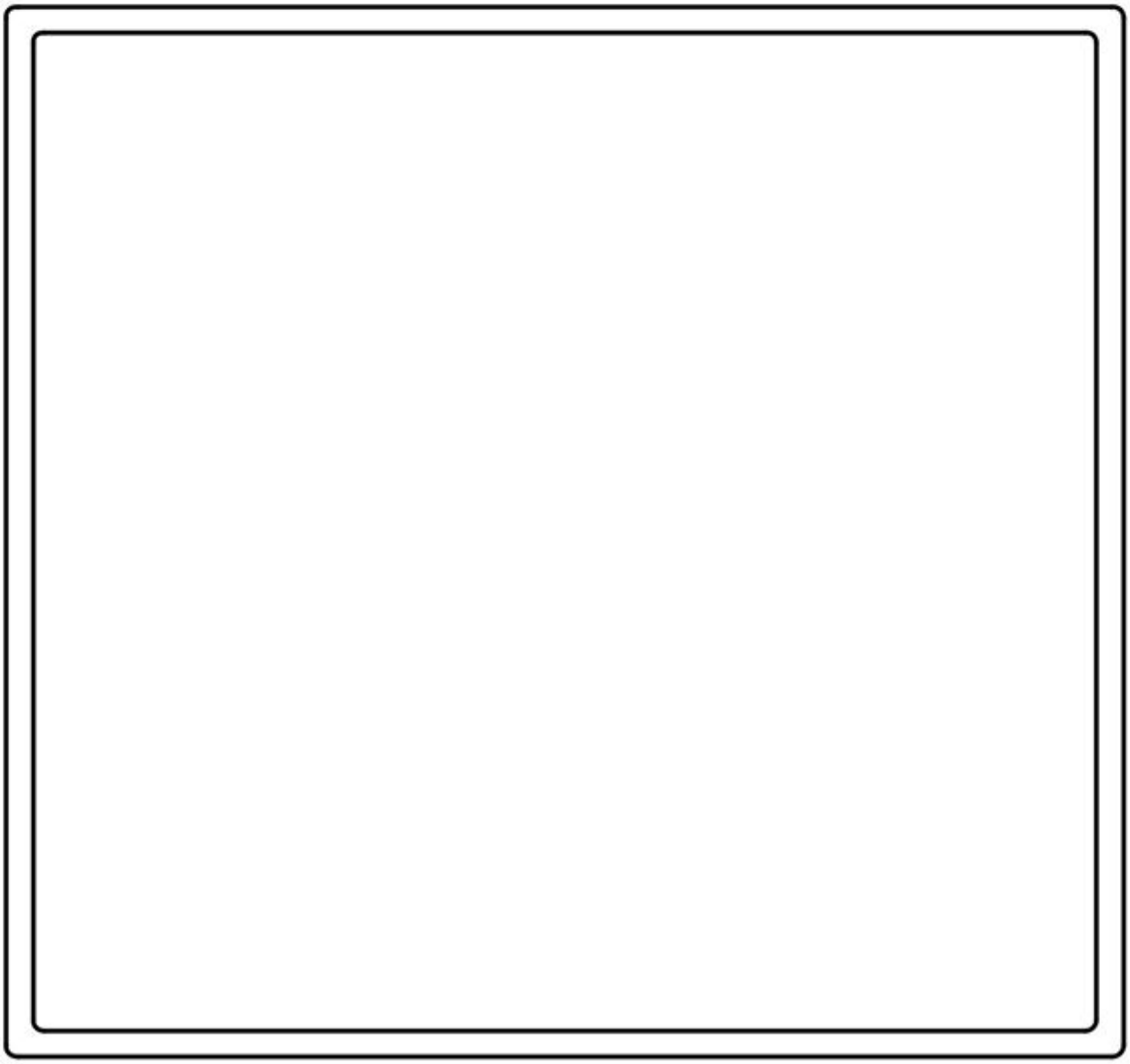

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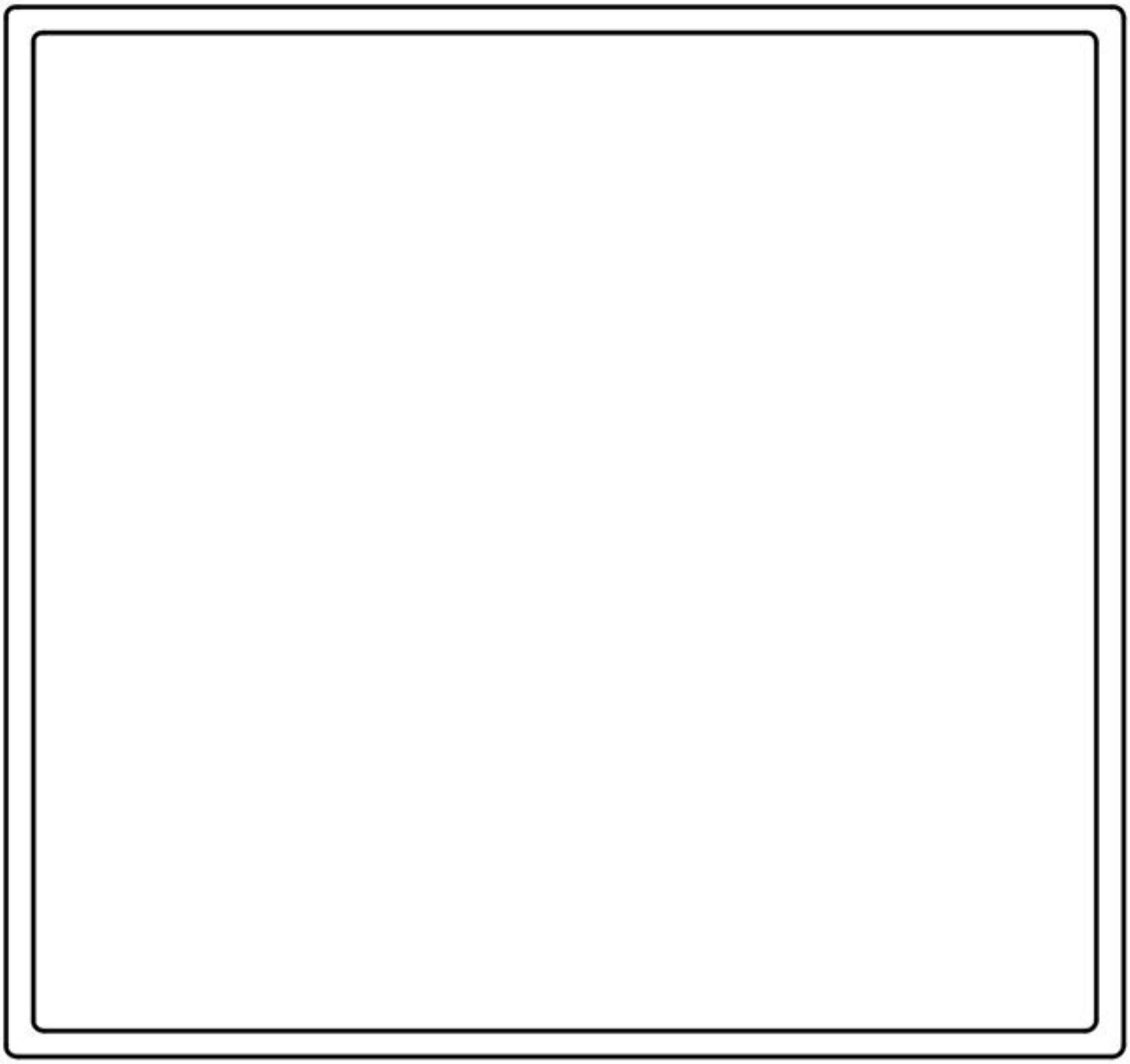

Unit 1 Lesson 7

Common Sense Education: Going Places Safely

Resources

Great

Good

Okay

Bad

Sad

Angry

Frustrated

Confused

Name(s)_____ Period _____ Date _____

Keep It Private

Learning to be Safe and Responsible Assessment

Just because you **can** share something online doesn't mean that you **should**!

---

1) Circle the place you would most like to visit online

THE JUNGLE

OUTER SPACE

THE OCEAN

---

2) Can you spot the private information? Mark "X" through the information that you should not share with people you do not know well.

My address is 2524 Sycamore Lane

My birthday is February 5th, 2006

I like watermelon

I like swimming

---

3) On the back of this paper, draw something that you enjoy and want to share on the Internet.

TEACHER KEY

Keep It Private

Learning to be Safe and Responsible Assessment

Just because you **can** share something online doesn't mean that you **should**!

---

1) Circle the place you would most like to visit online (student can circle any below)

The Jungle

Outer Space

The Ocean

---

2) Can you spot the private information? Mark "X" through the information that you should not share with people you do not know well.

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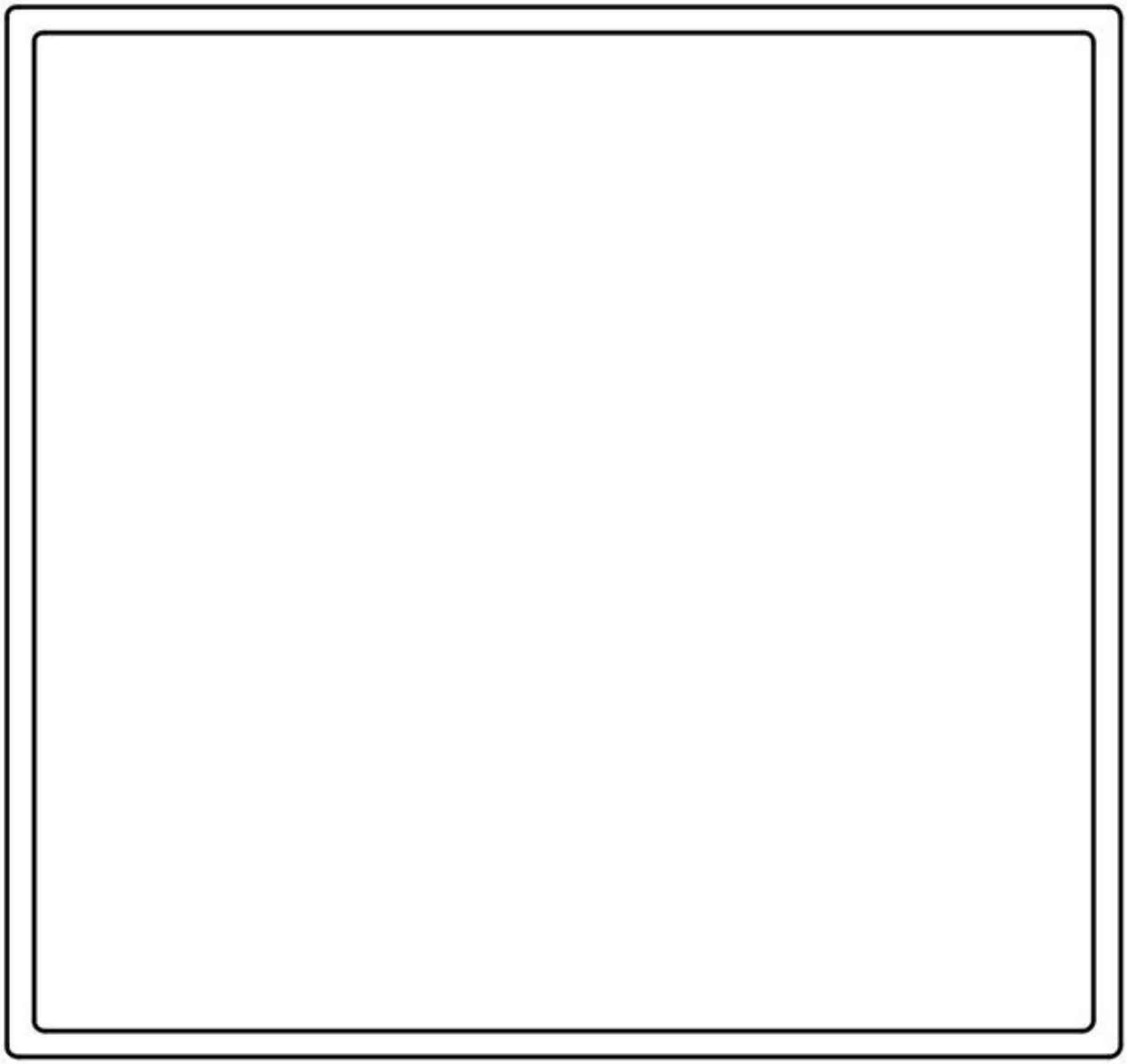

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My Think Spot Journal

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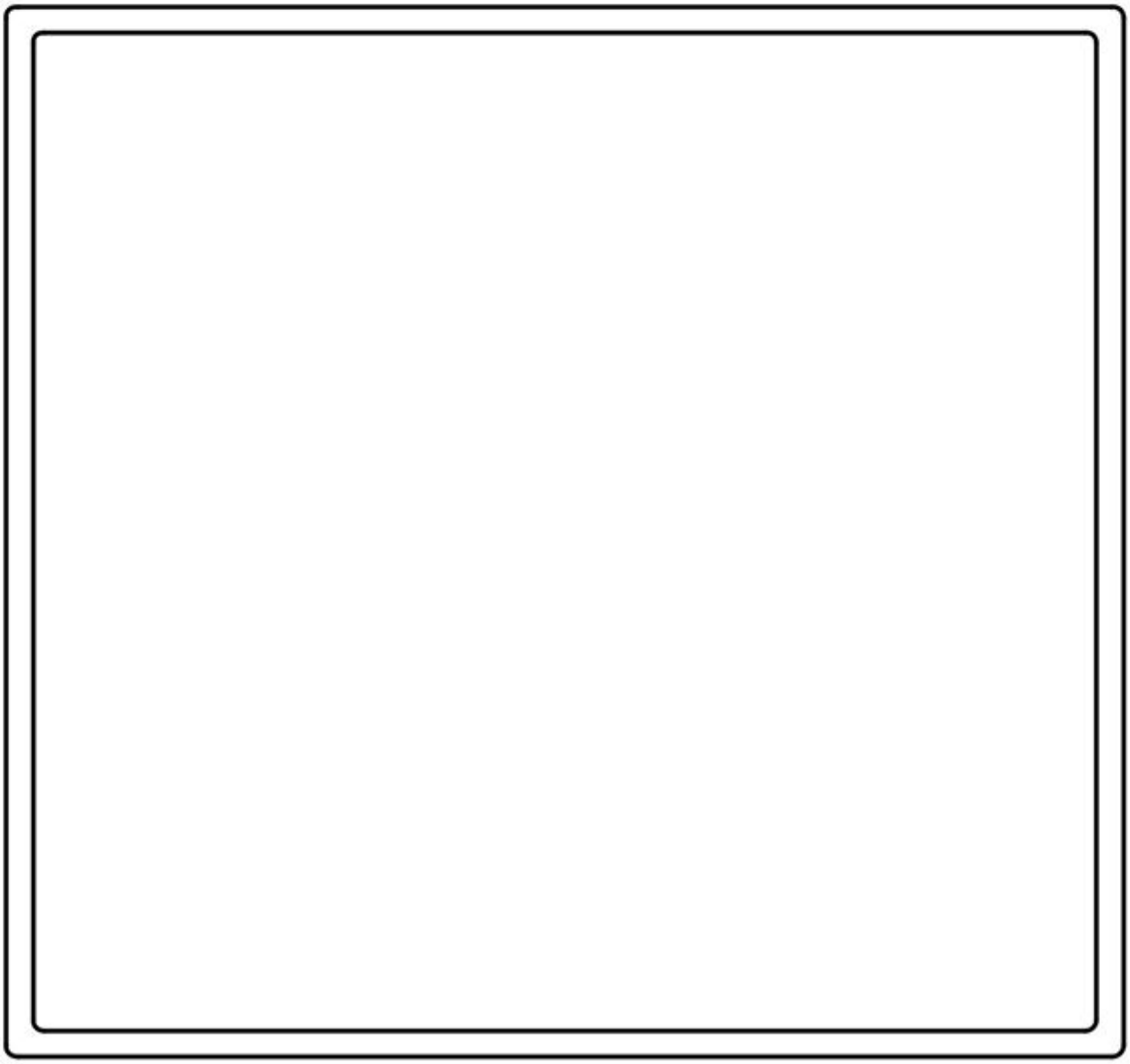

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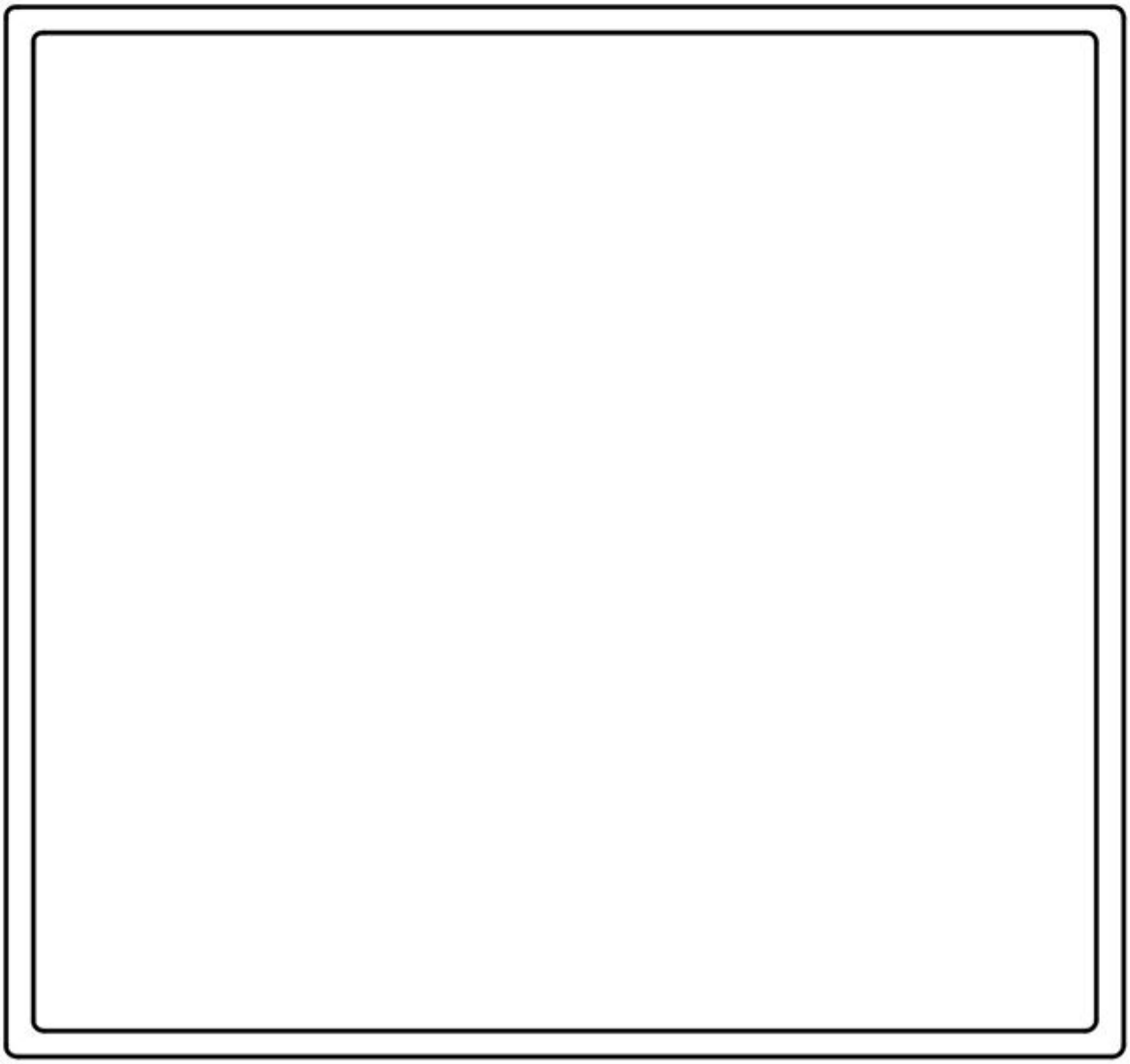

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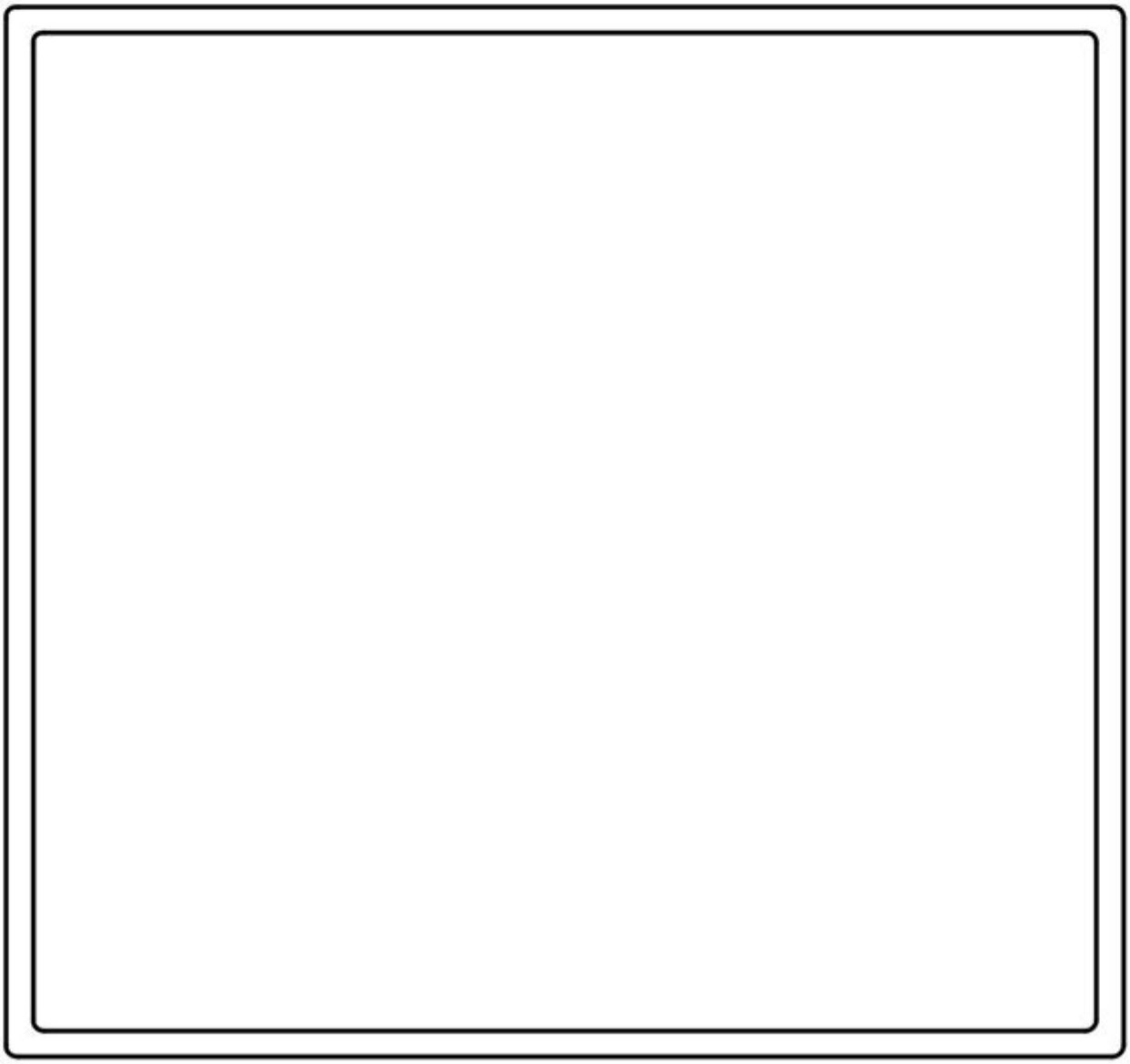

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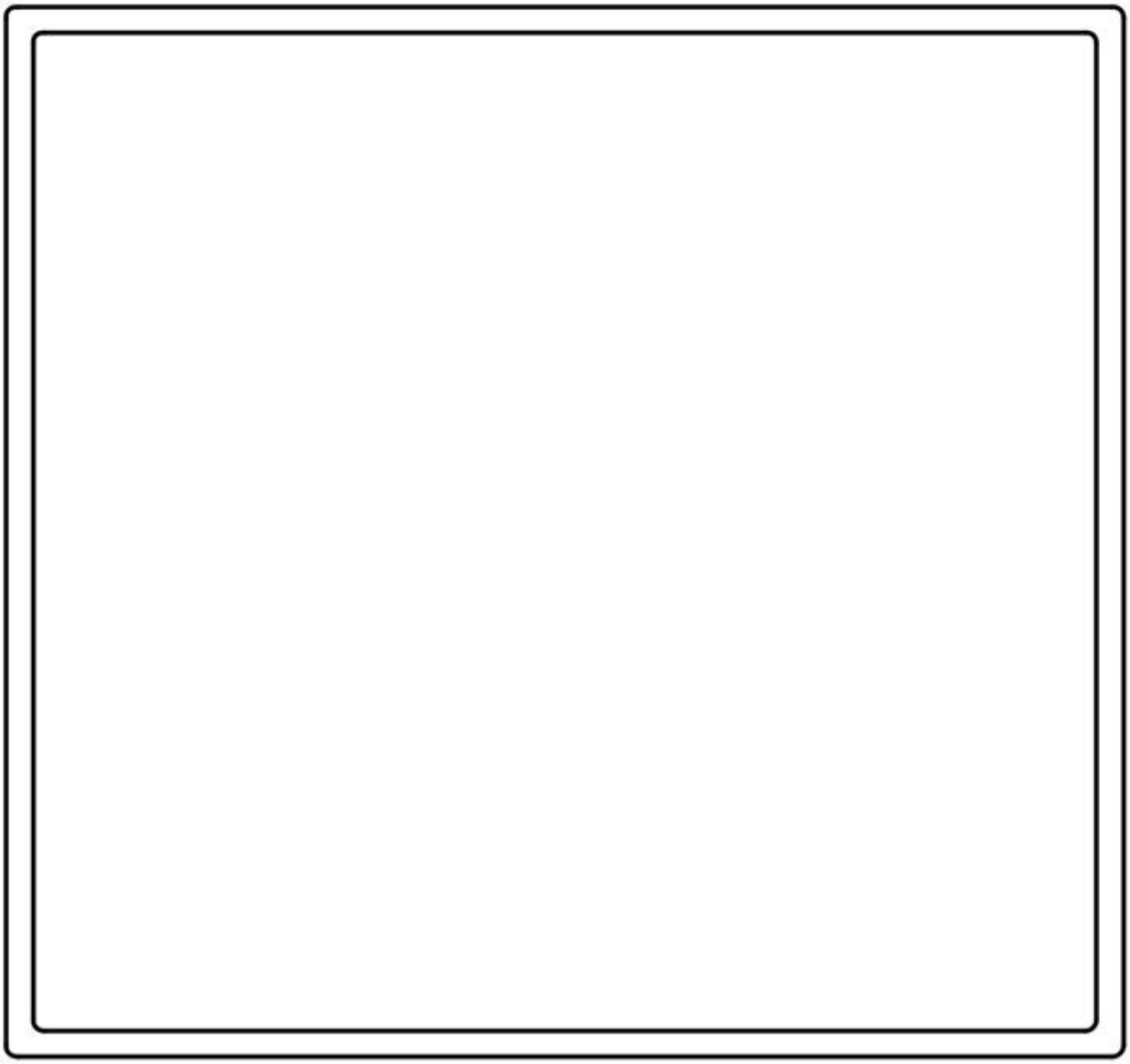

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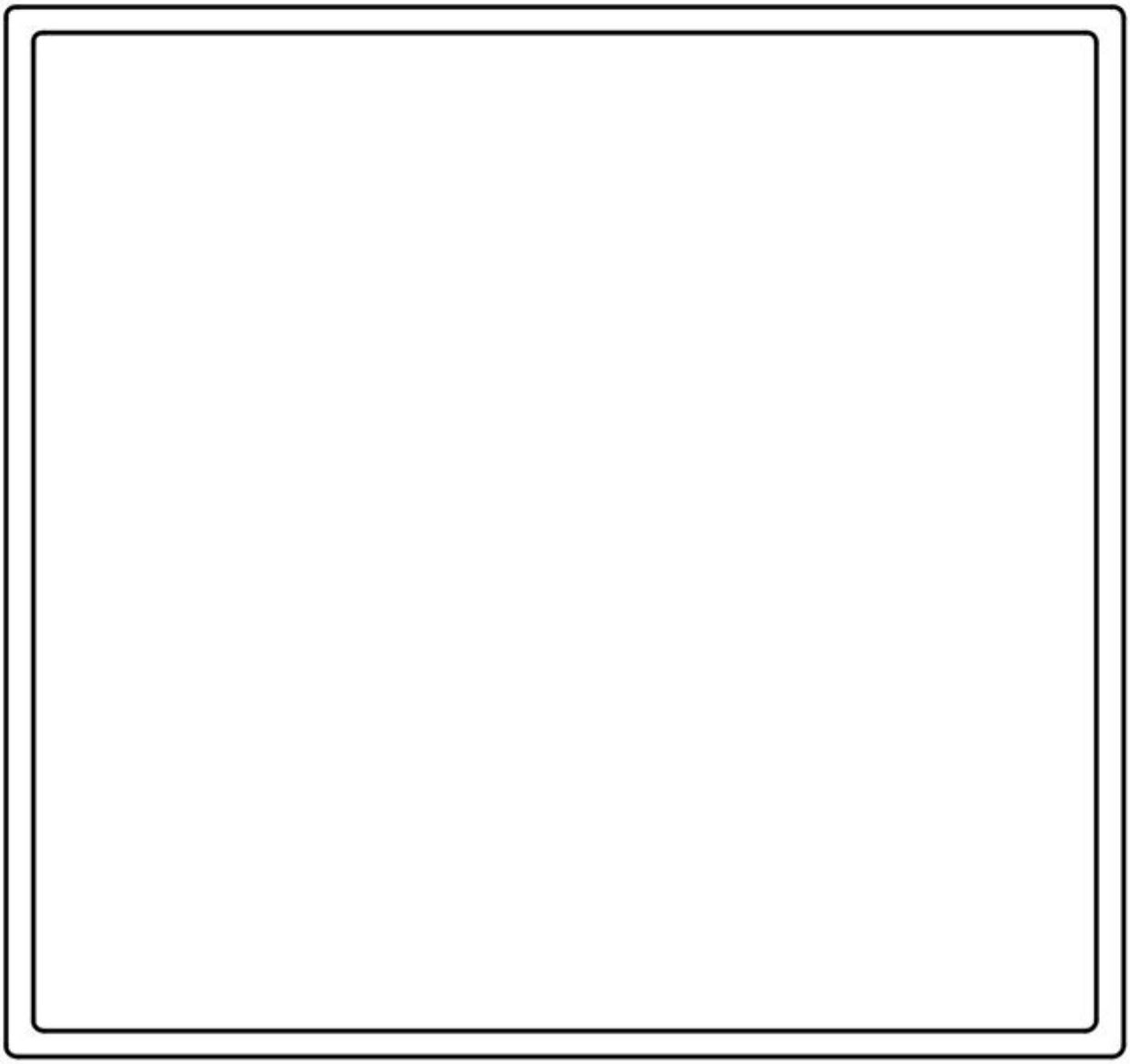

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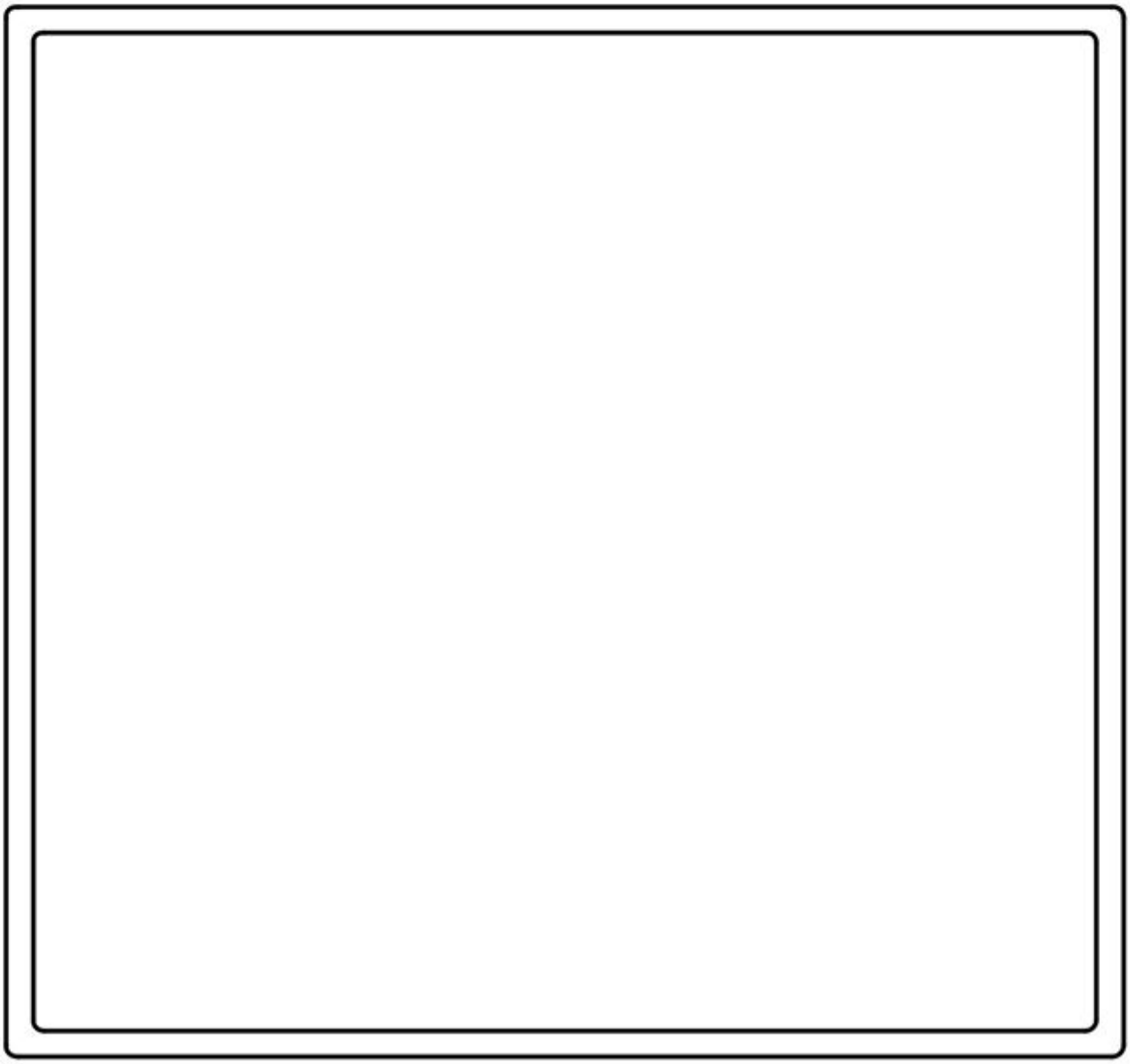

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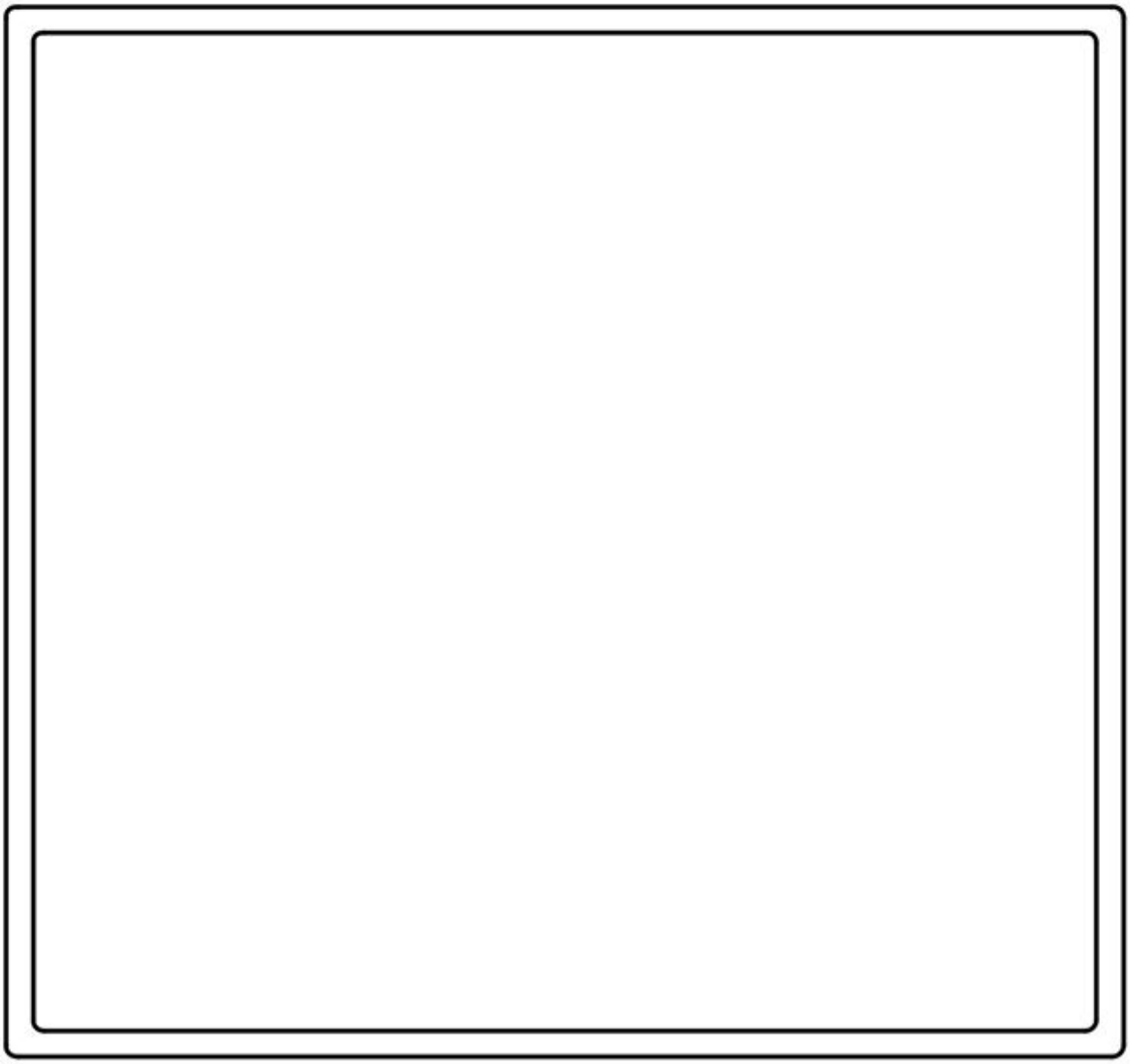

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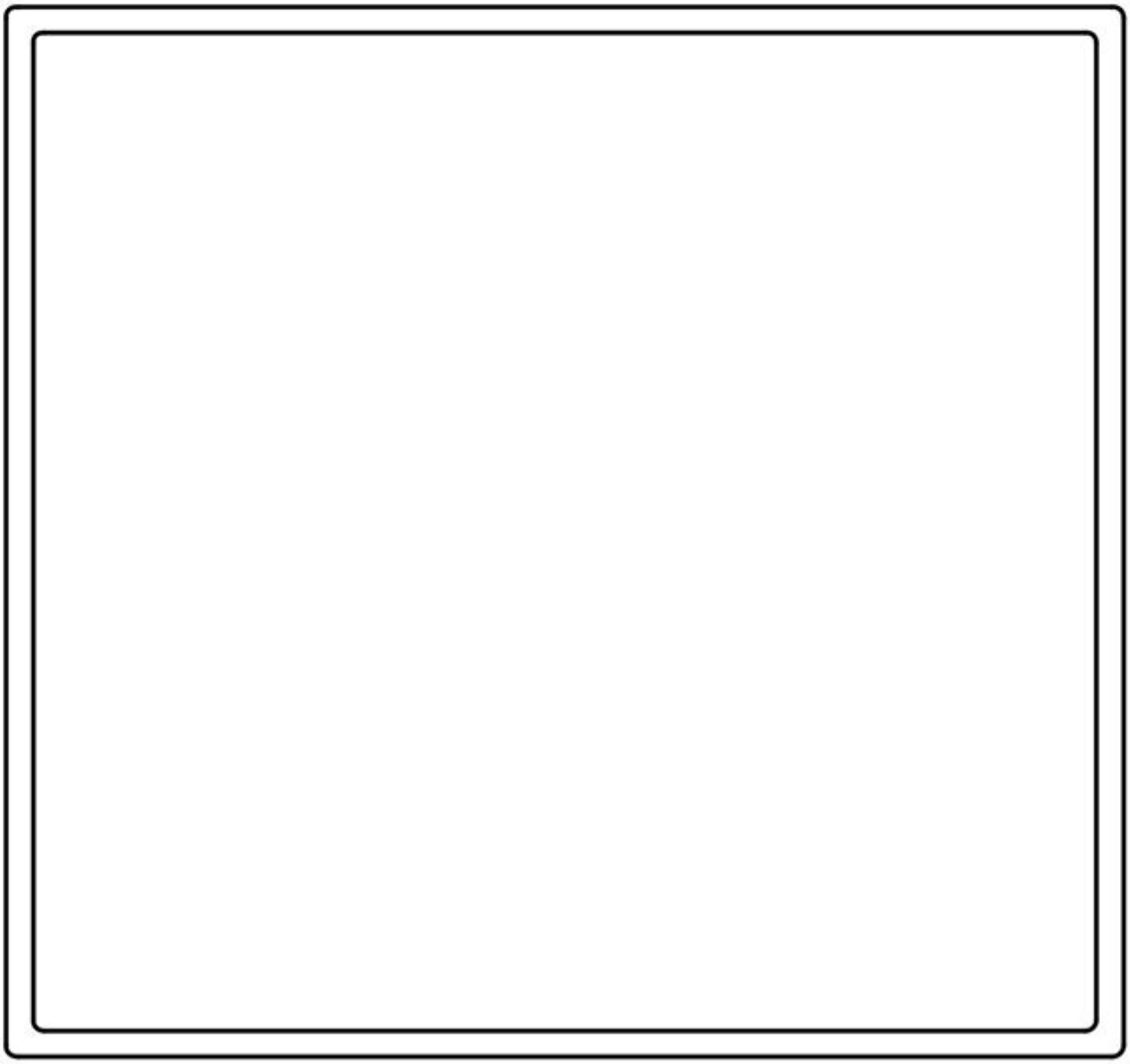

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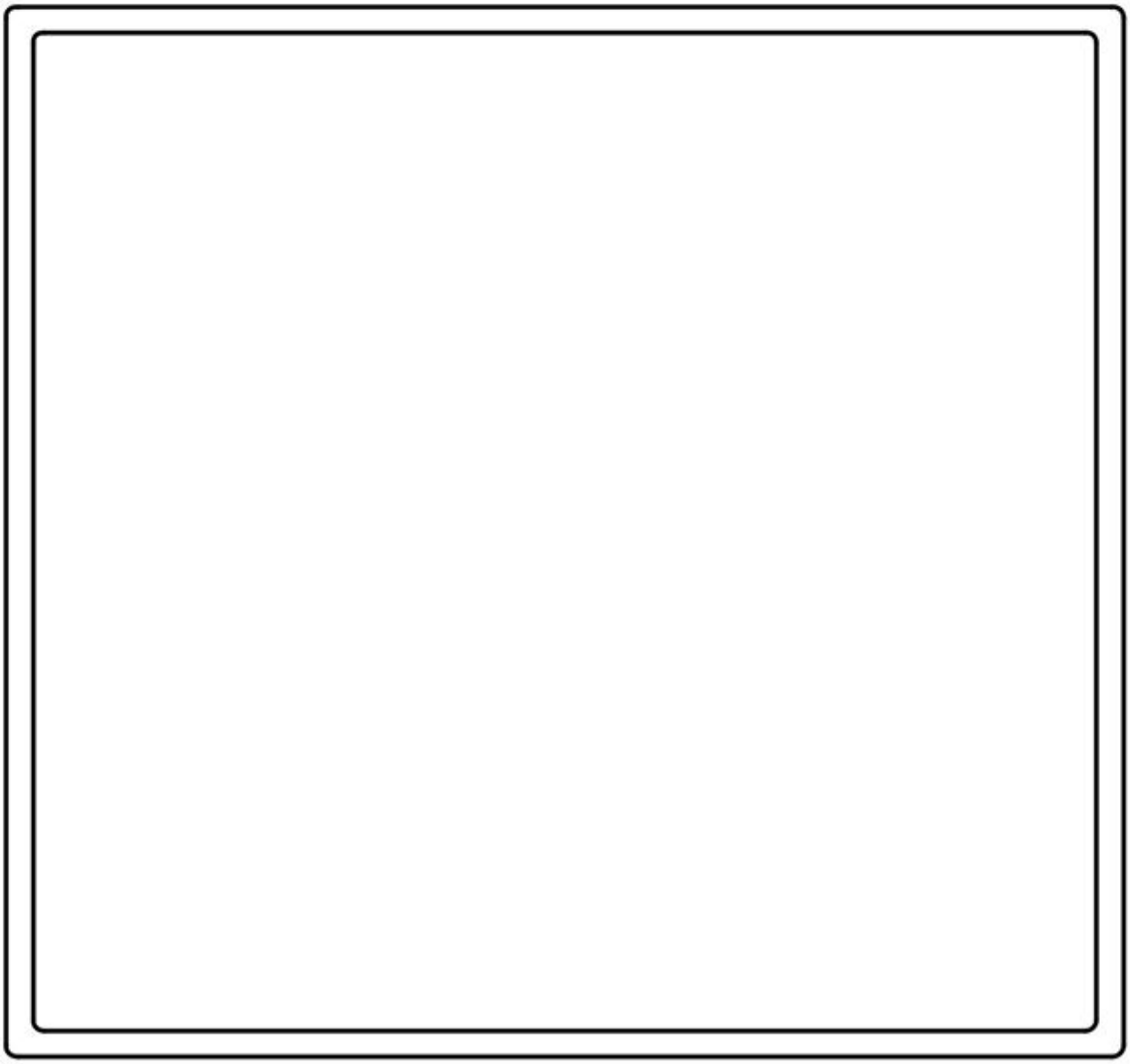


Unit 1 Lesson 8

Loops Unplugged: Happy Loops

Resources

Great

Good

Okay

Bad

Sad

Angry

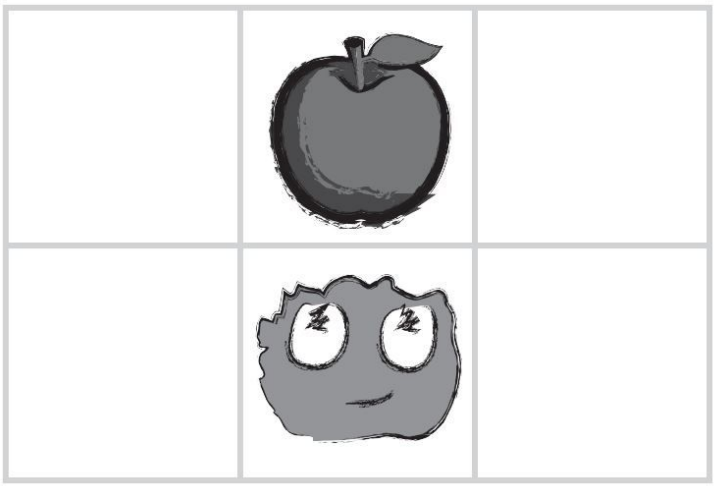
Frustrated

Confused

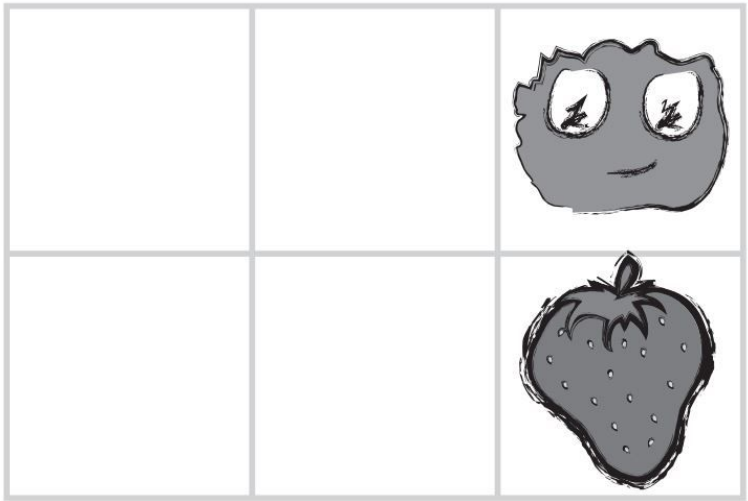
Name(s)_____ Period _____ Date _____

Happy Maps

1. Which way should the Flurb step to get to the fruit?

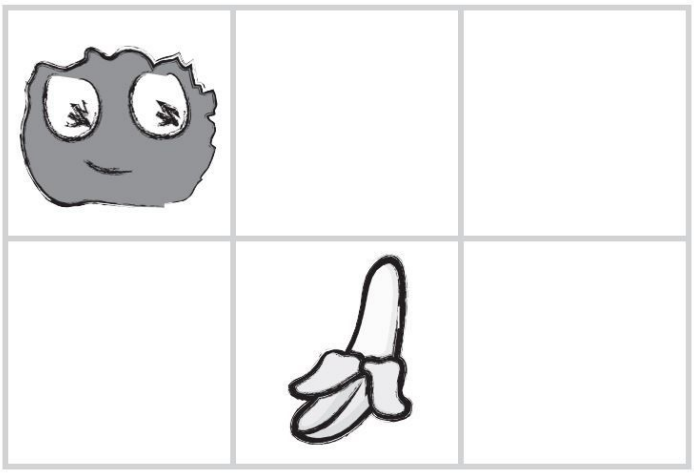


2. Which way should the Flurb step to get to the fruit?



Name(s)_____ Period _____ Date _____

Happy Maps



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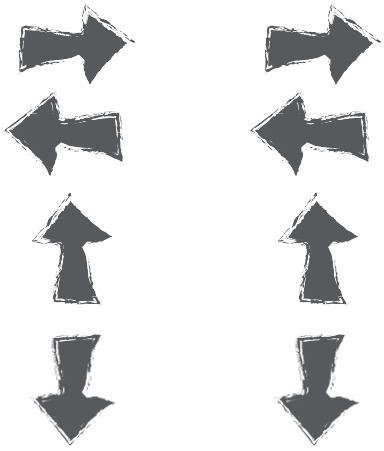
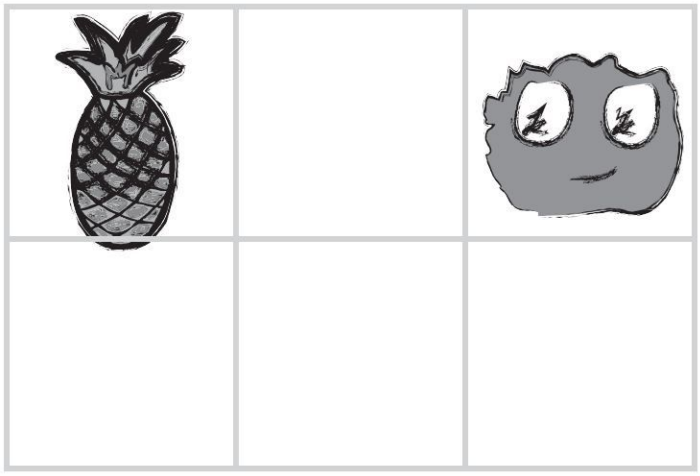
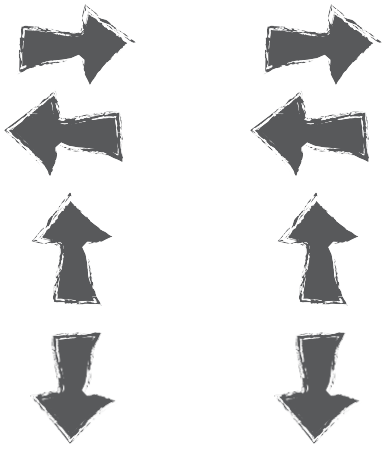


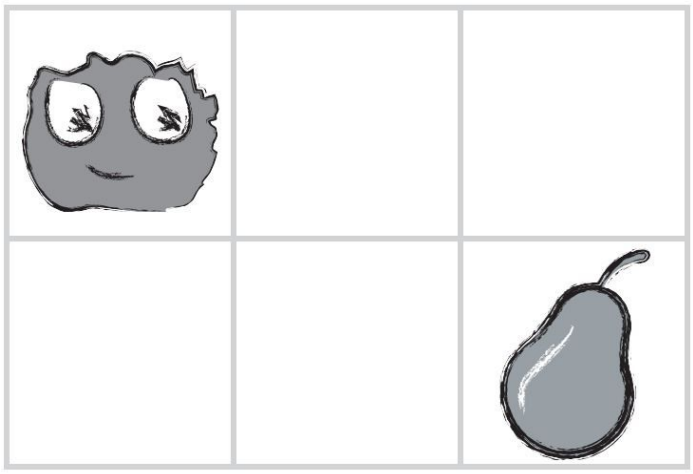


4. Which two ways should the Flurb step to get to the fruit?

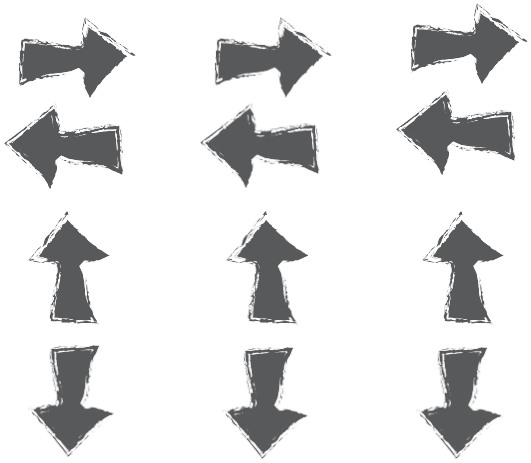


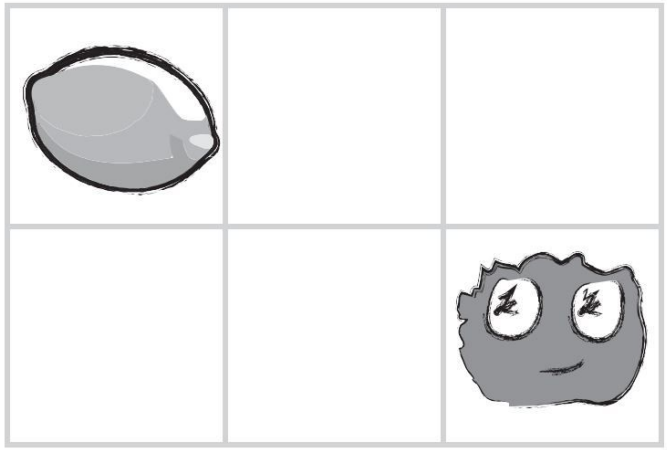
Name(s)_____ Period _____ Date _____

Happy Maps



5. What should the Flurb do to get to the fruit?





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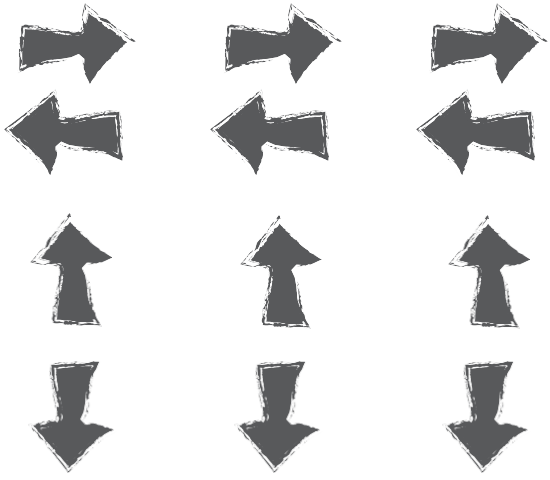


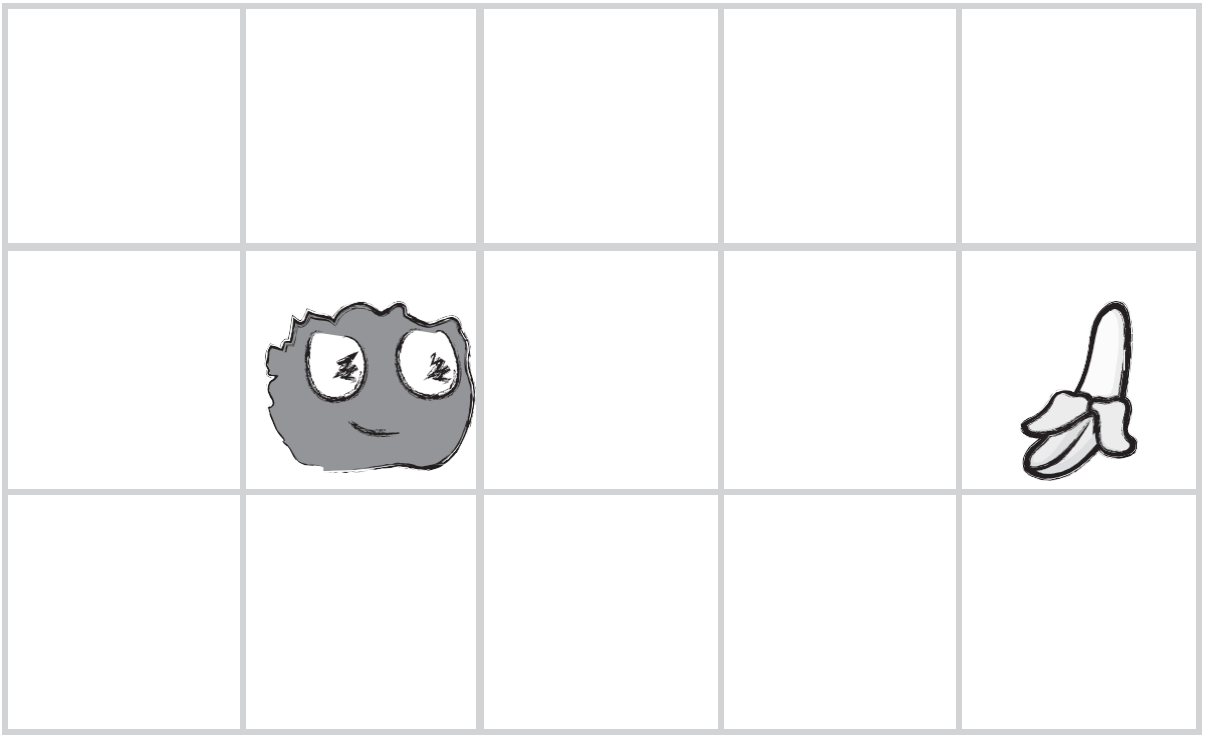
Name(s)_____ Period _____ Date _____

Happy Maps

Name(s)_____ Period _____ Date _____

Happy Maps XL

1.



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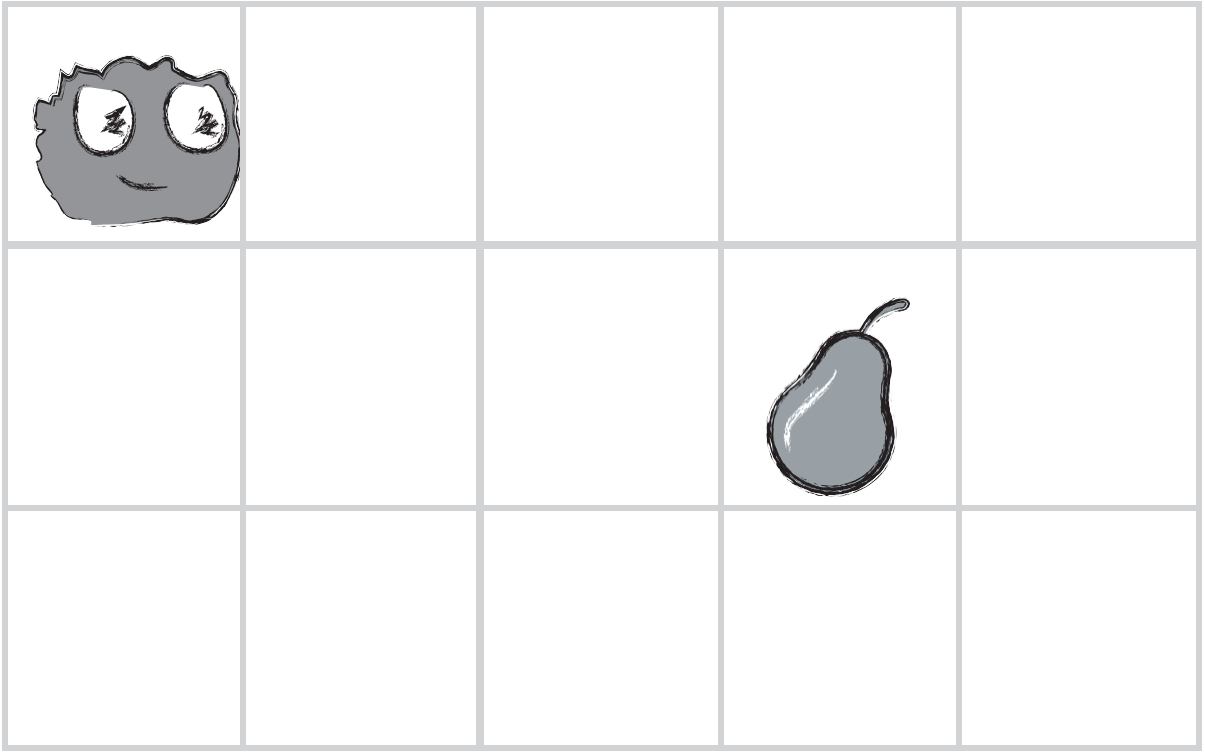

Name(s)_____ Period _____ Date _____

Happy Maps XL

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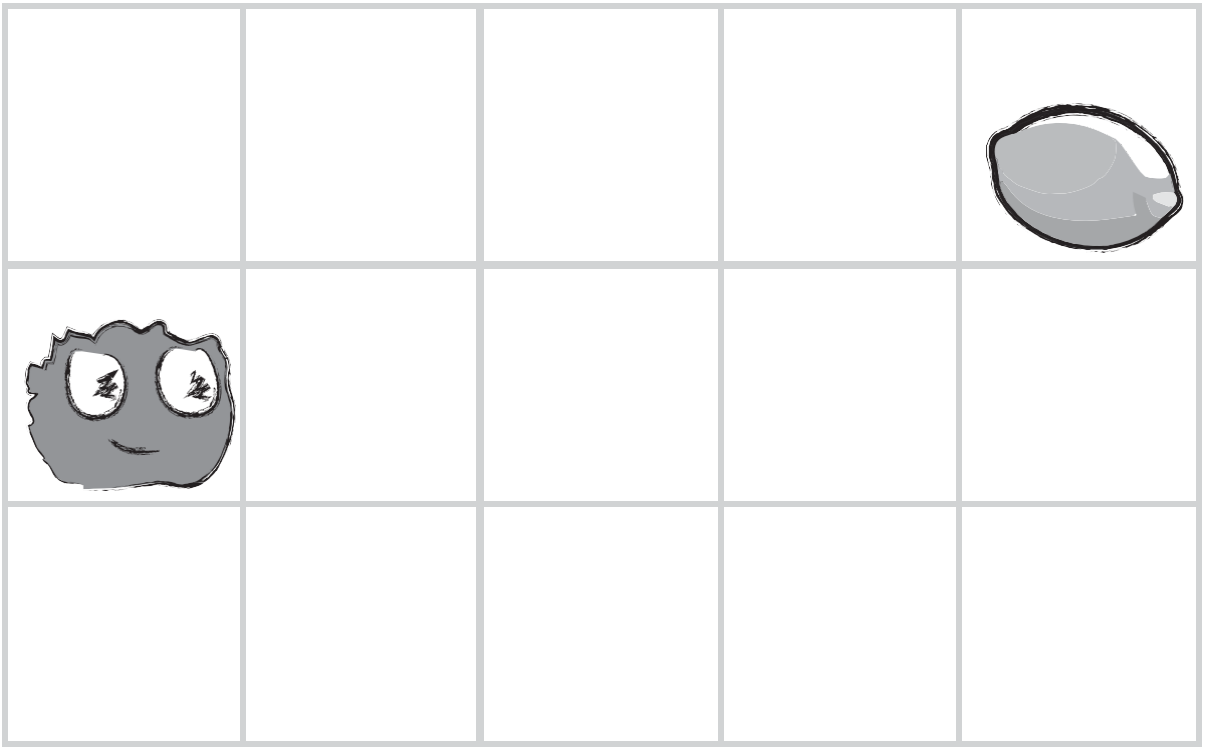

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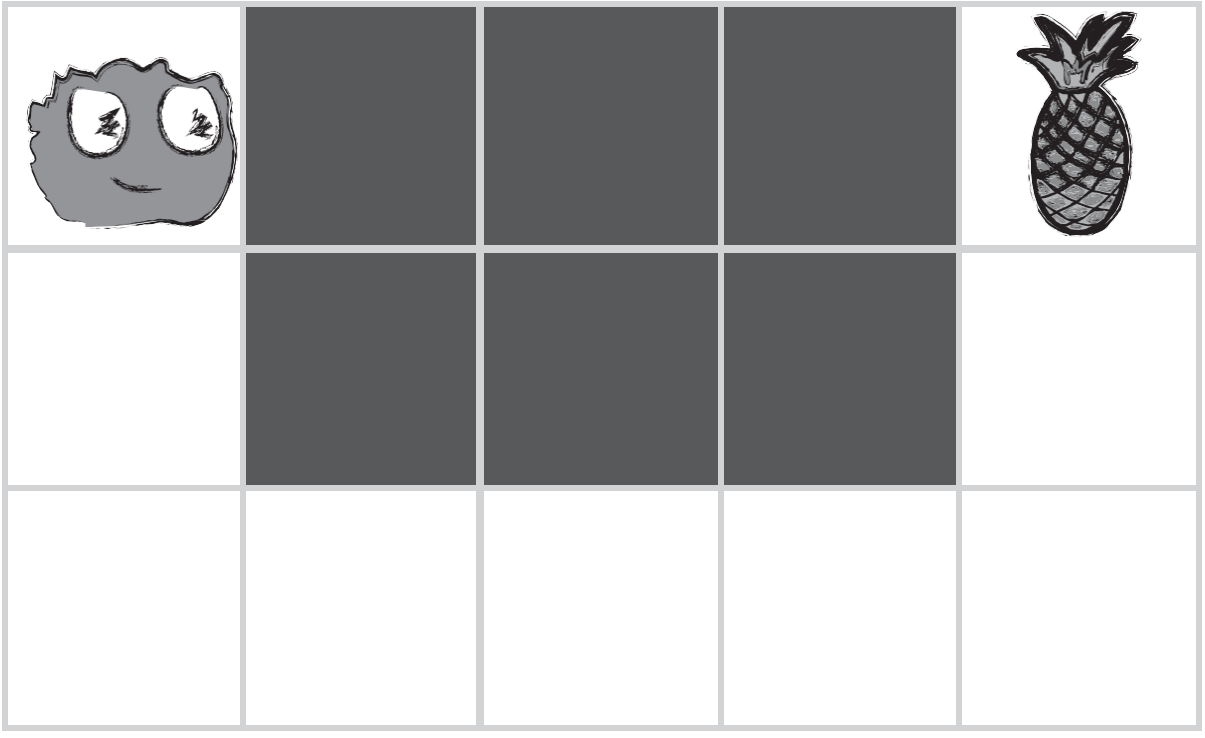

Name(s)_____ Period _____ Date _____

Happy Maps XL

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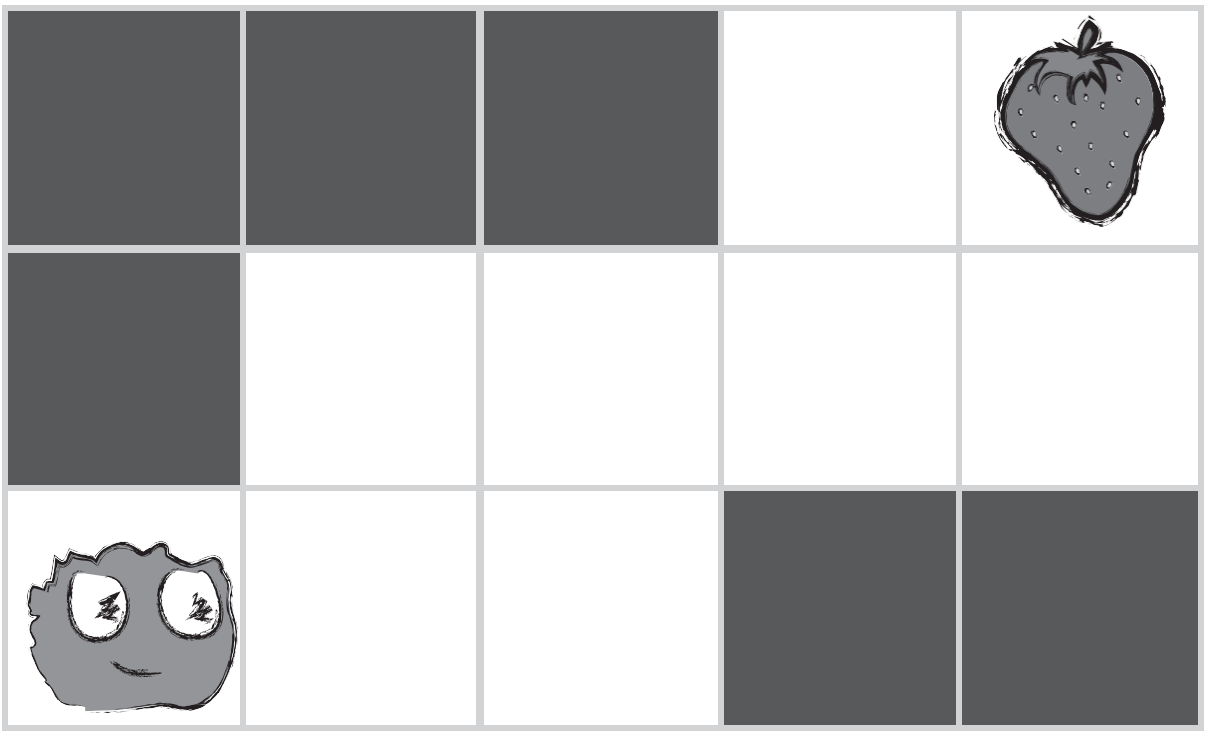

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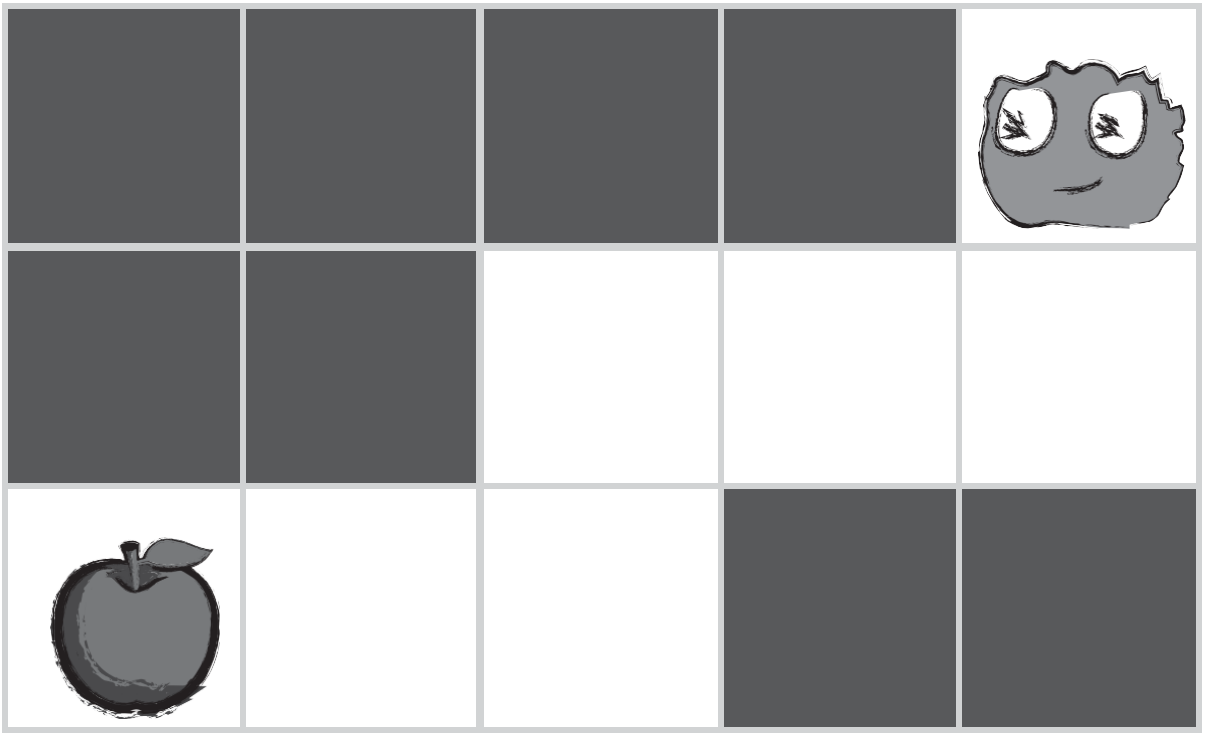

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Happy Maps XL

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Name(s)_____ Period _____ Date _____

Happy Maps XL

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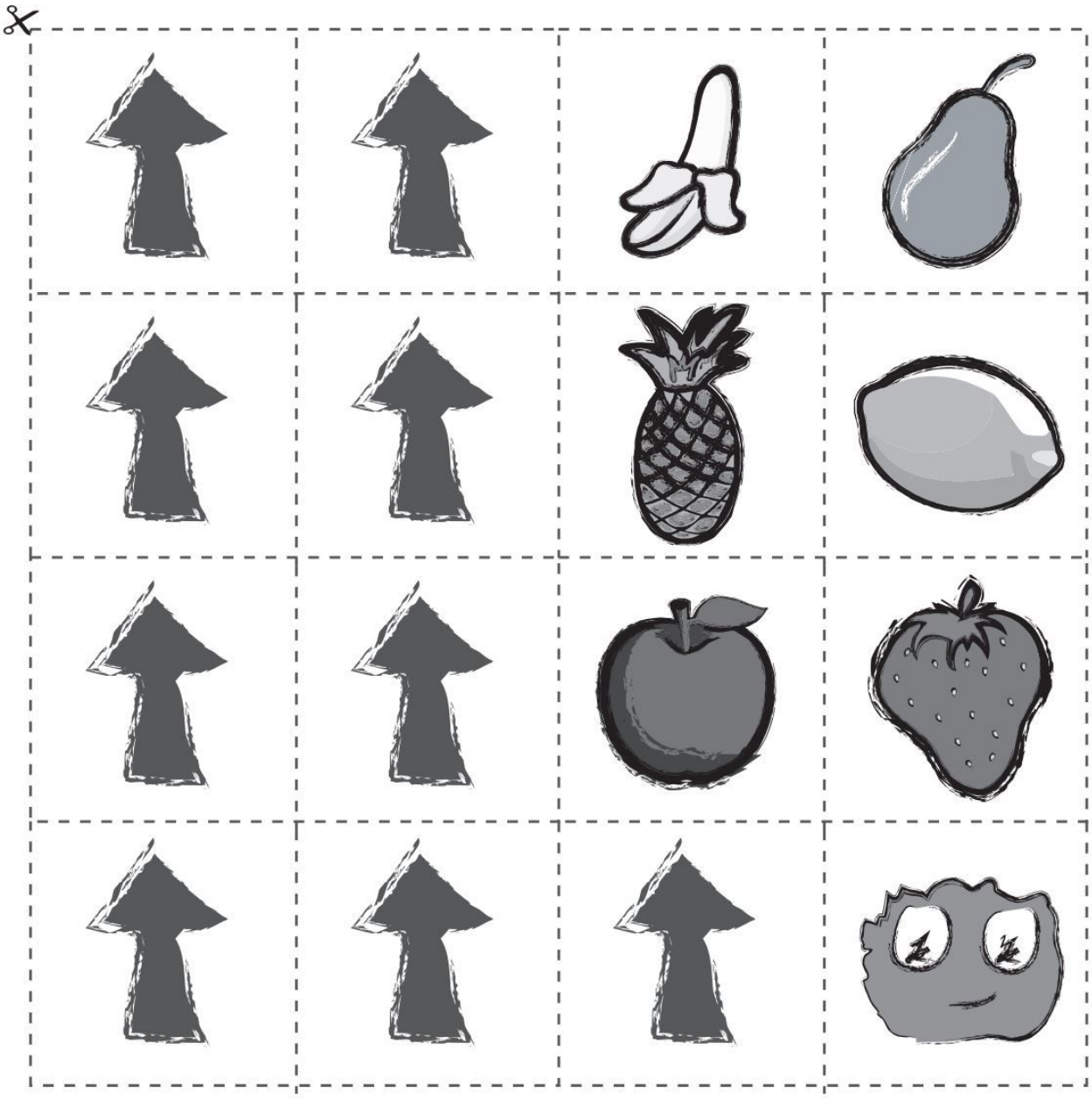
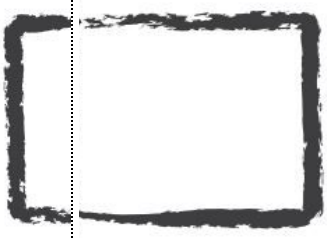
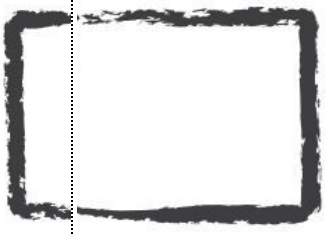
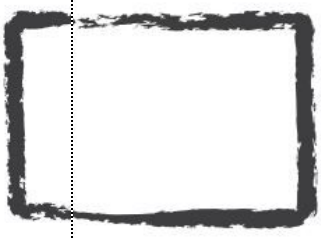
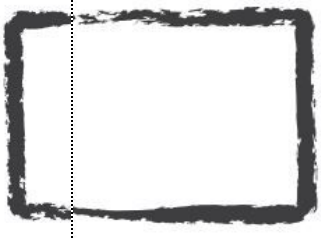
Happy Maps Game Pieces



Happy Maps
Game Pieces Bonus Pack

		repeat	
		repeat	
		repeat	
		repeat	

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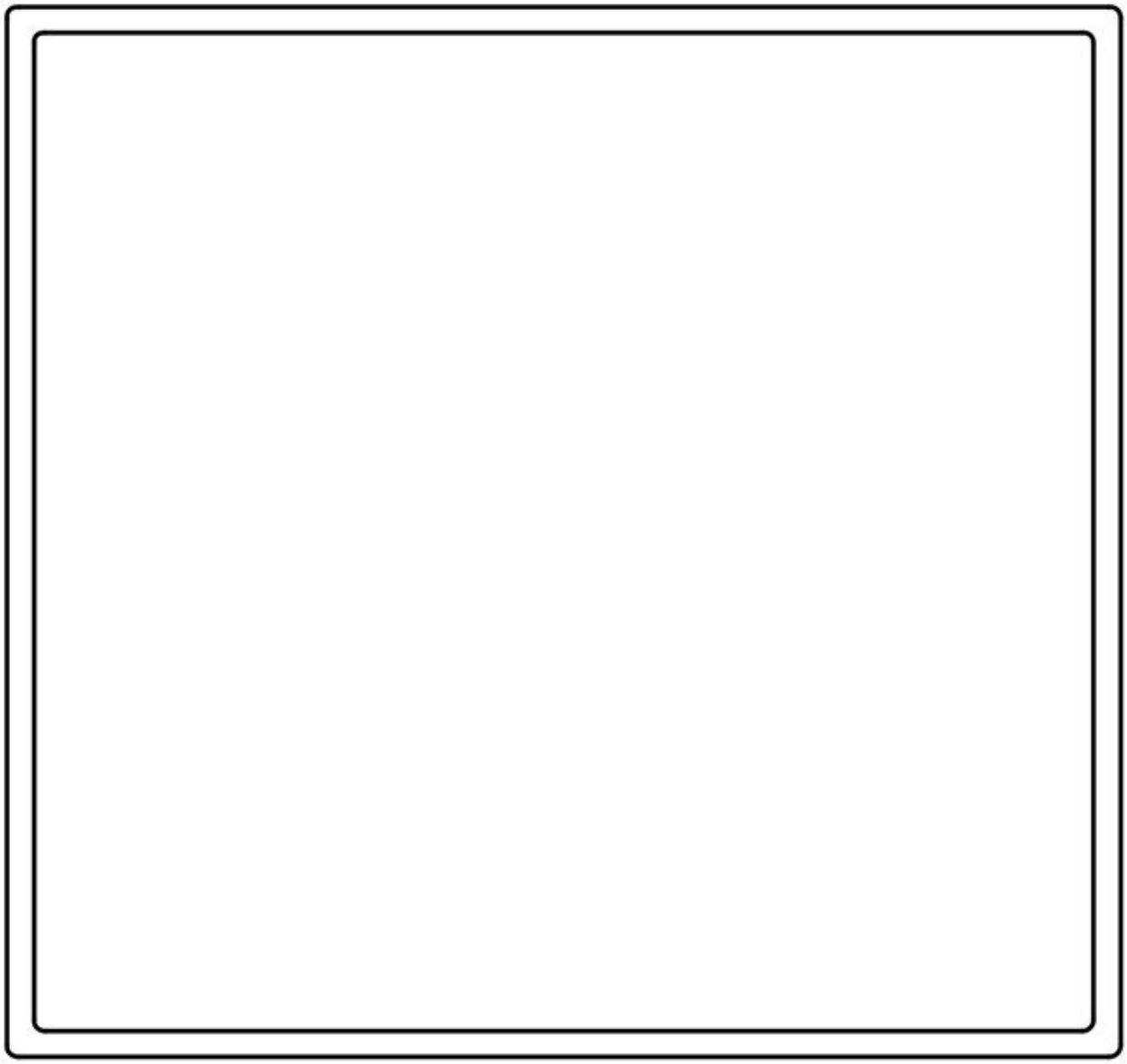
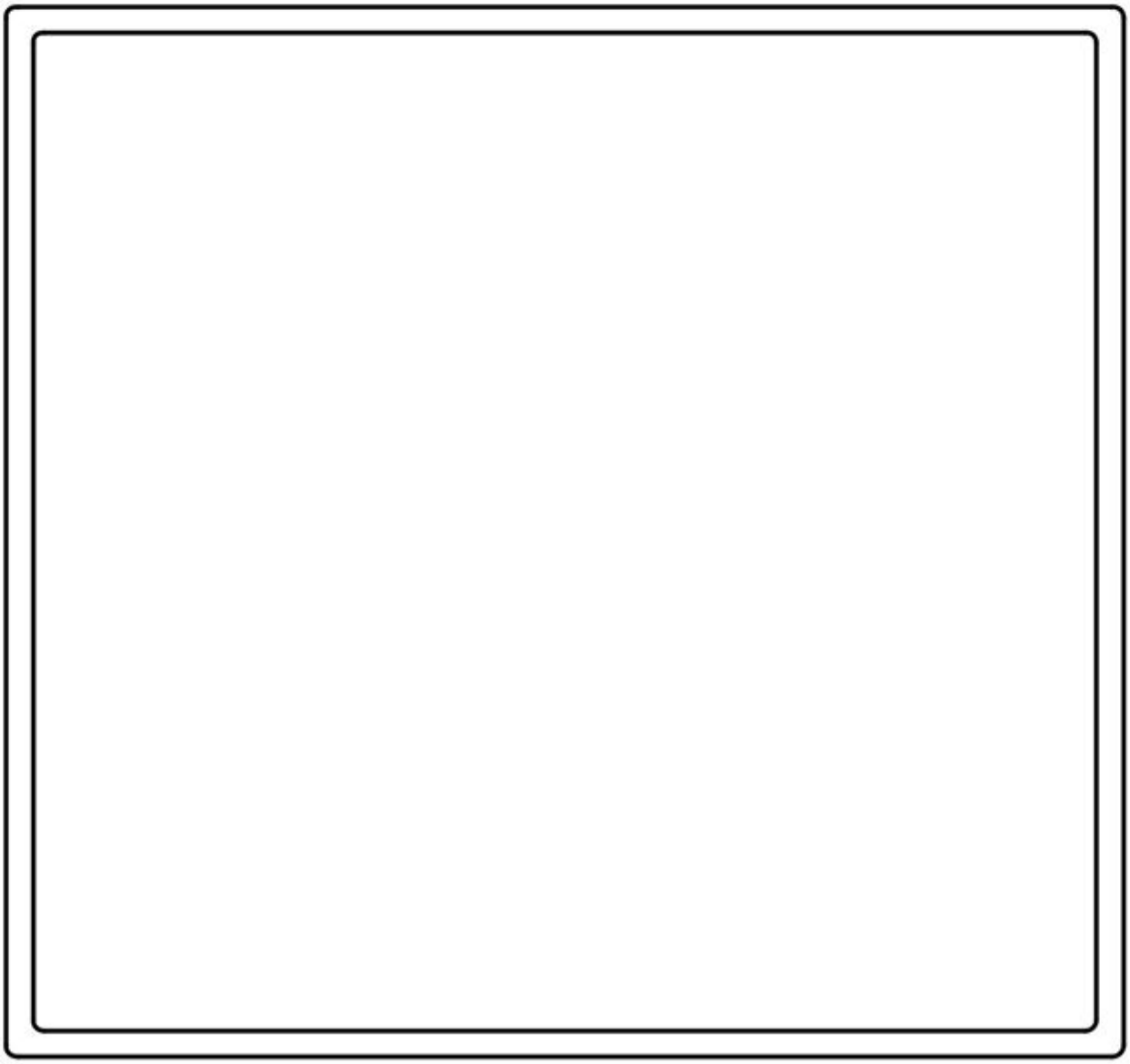


Grade: Date:

My Think Spot Journal

Date:



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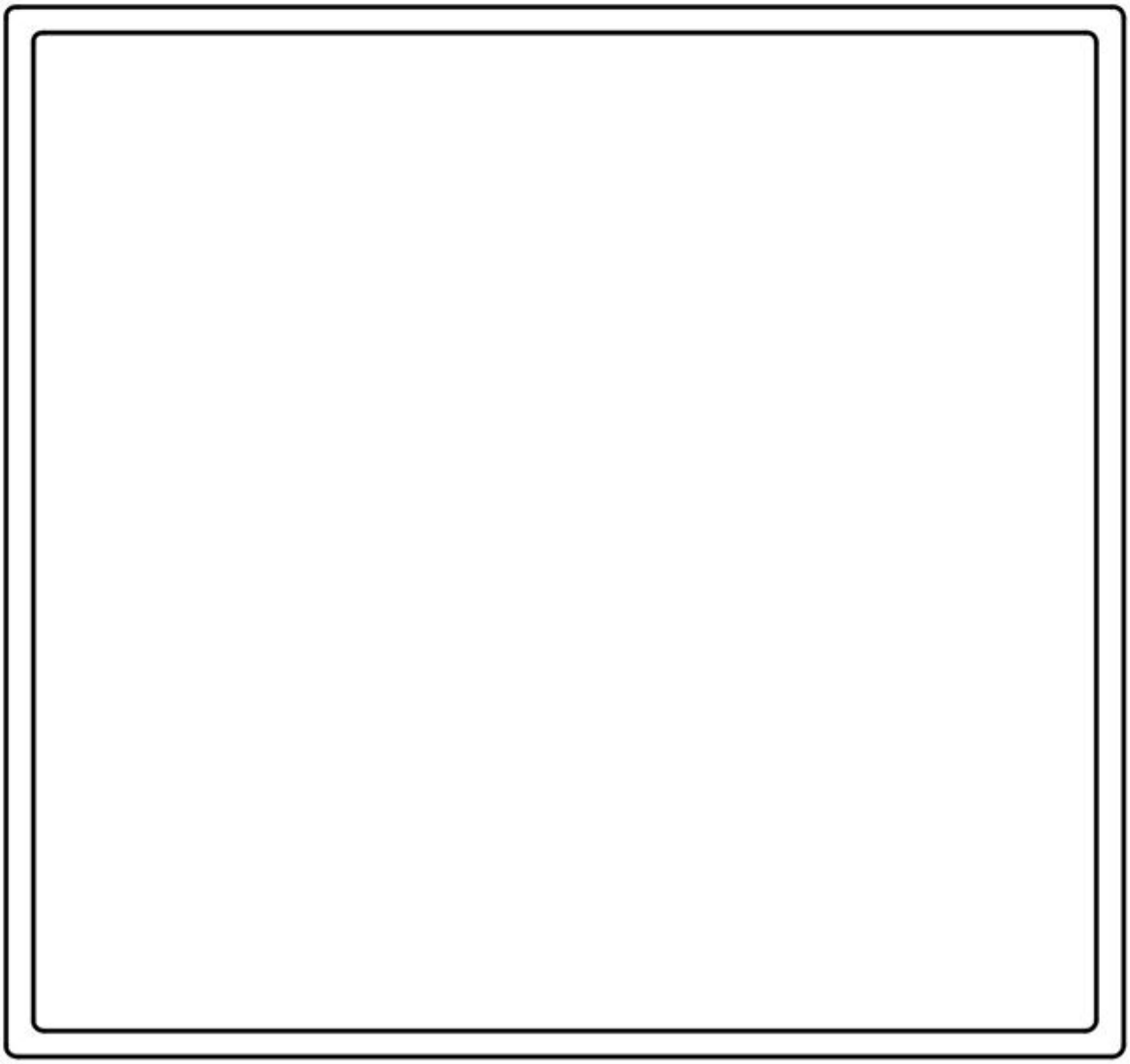

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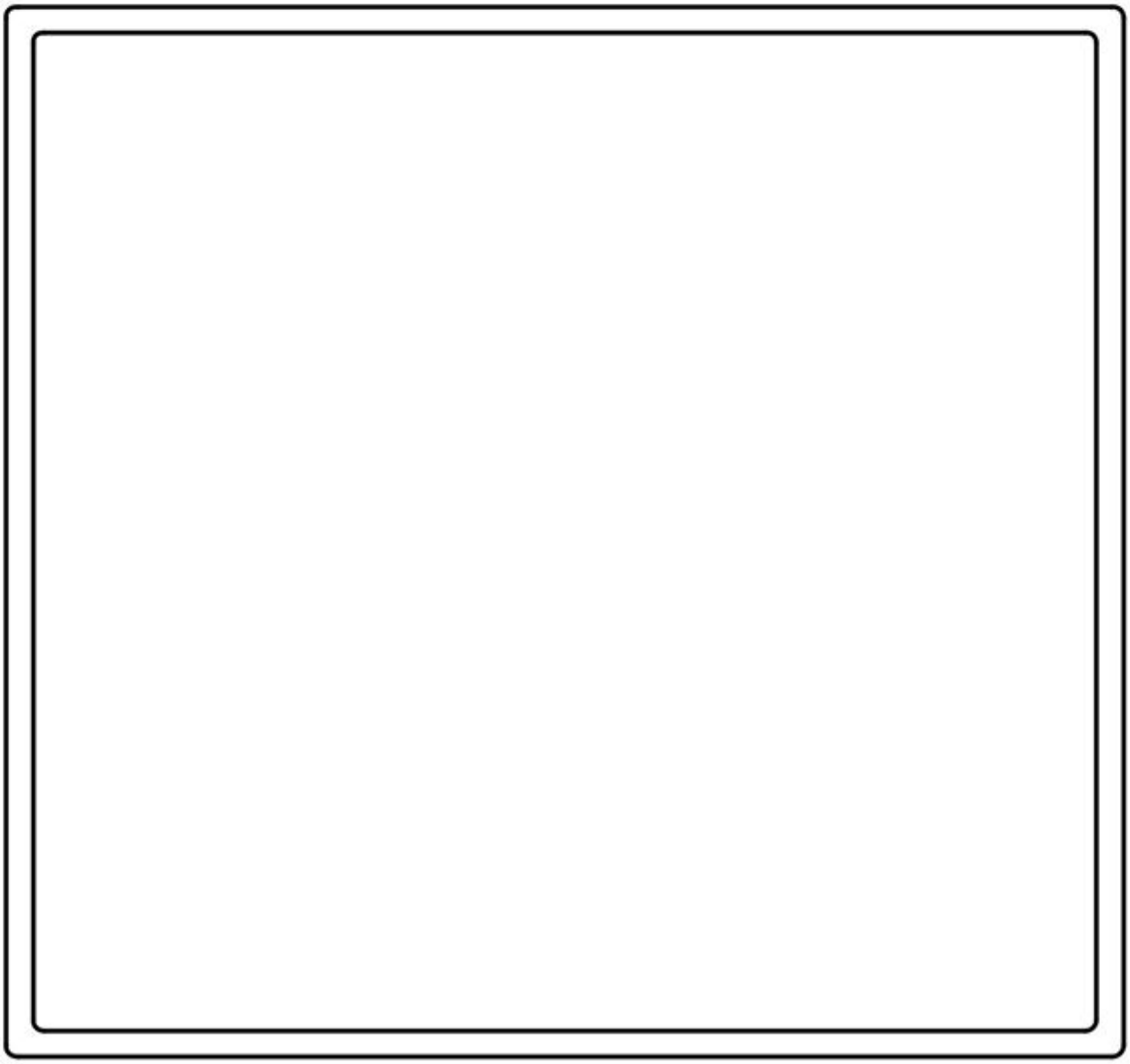

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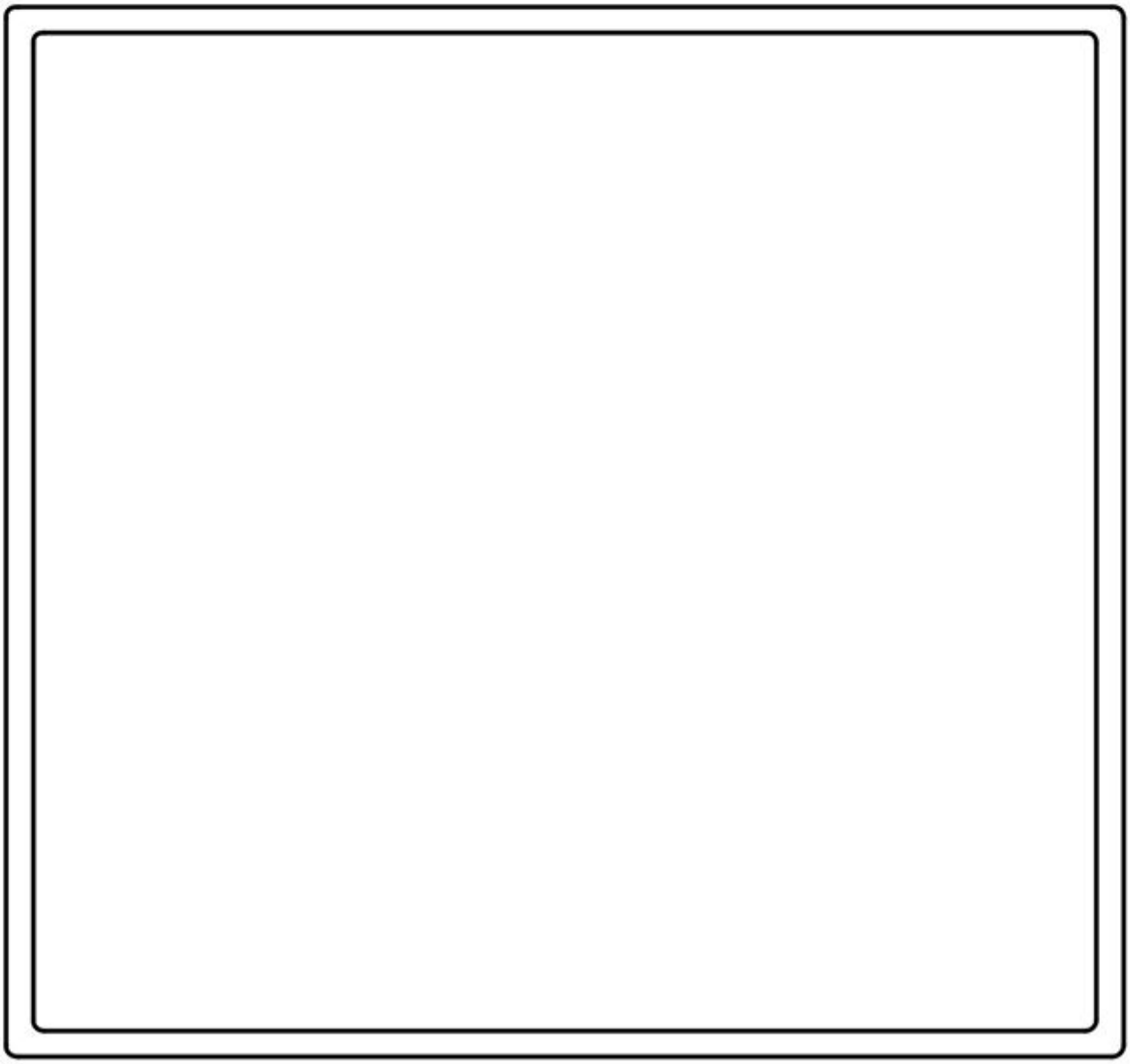

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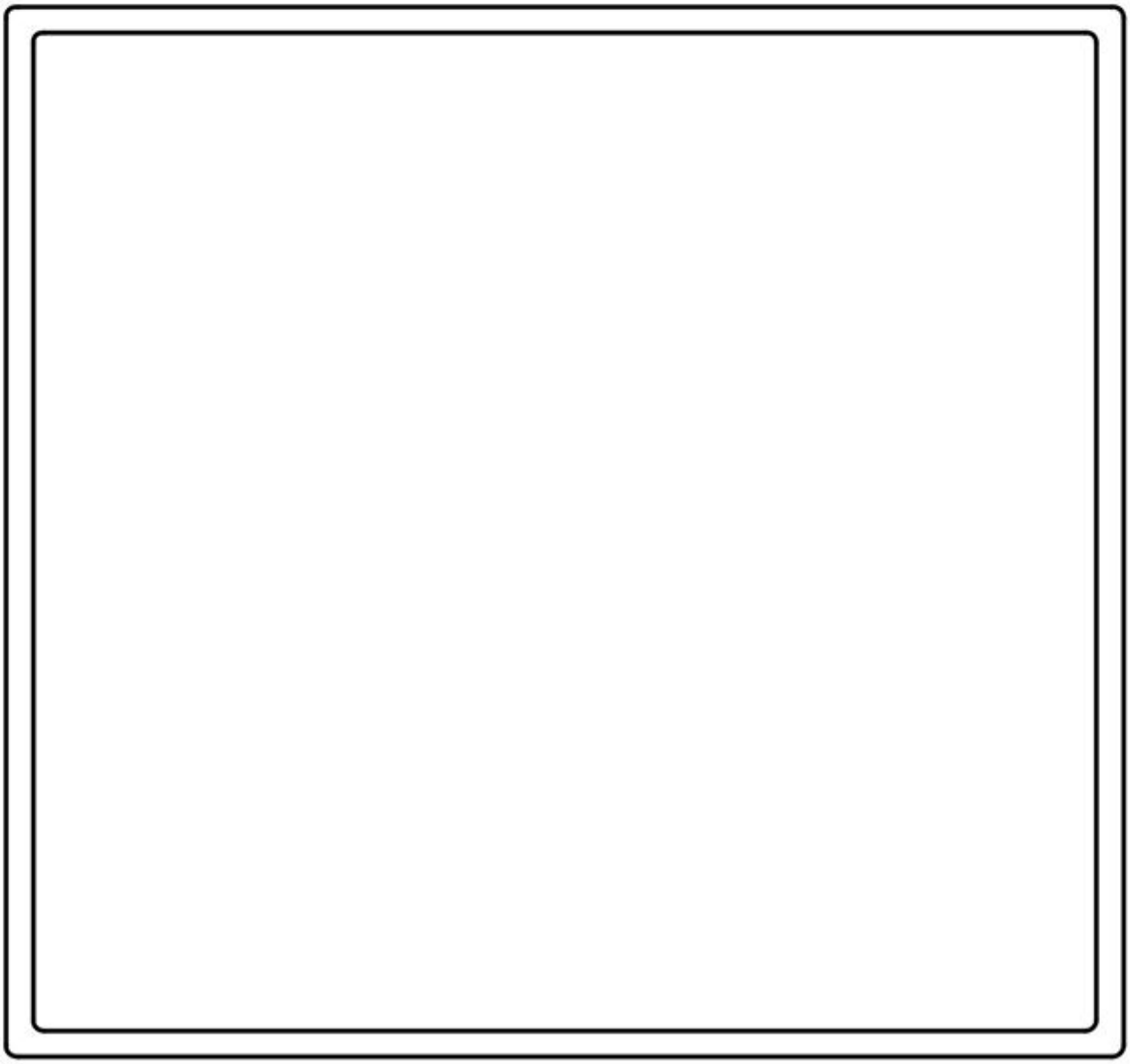

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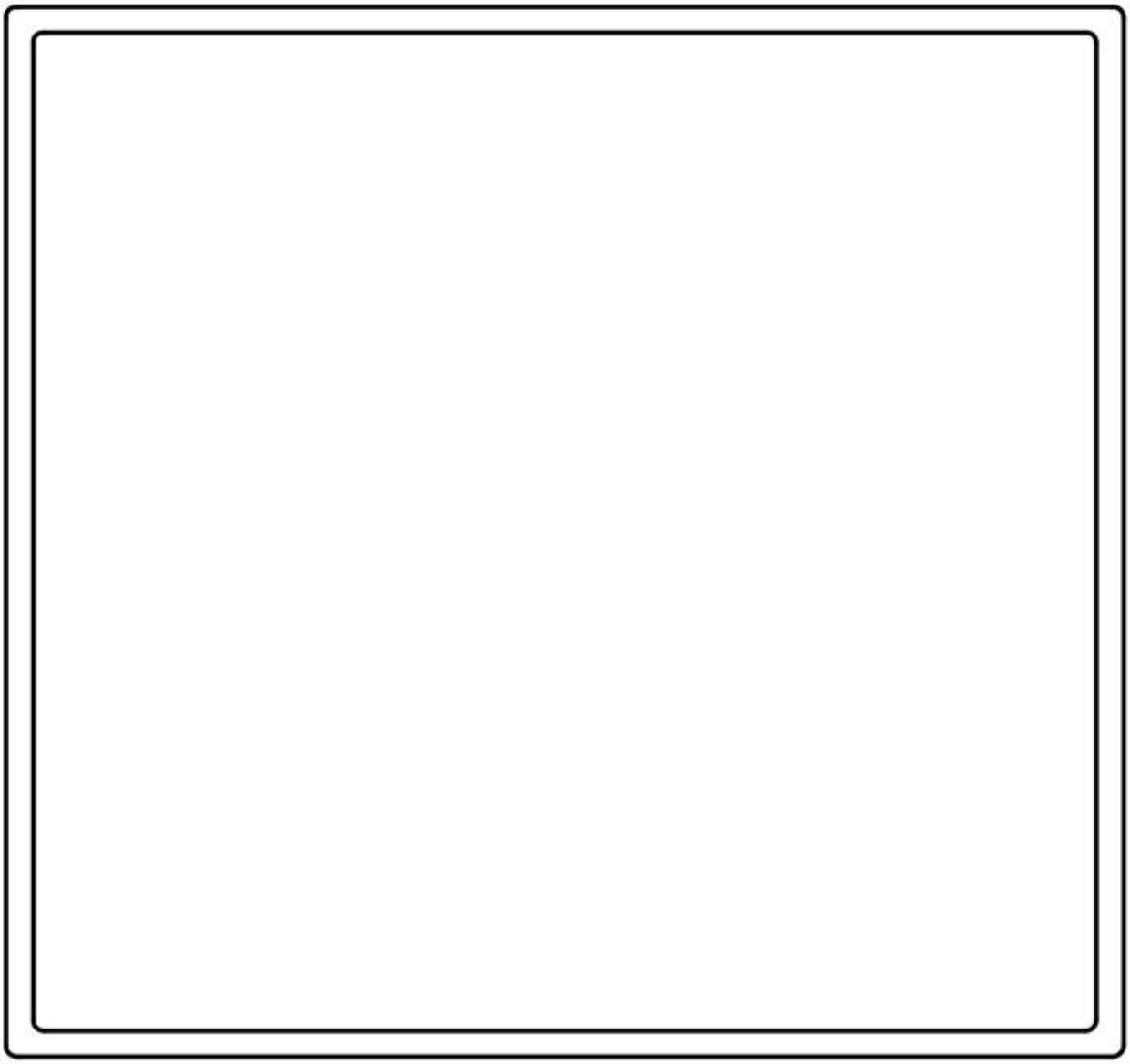

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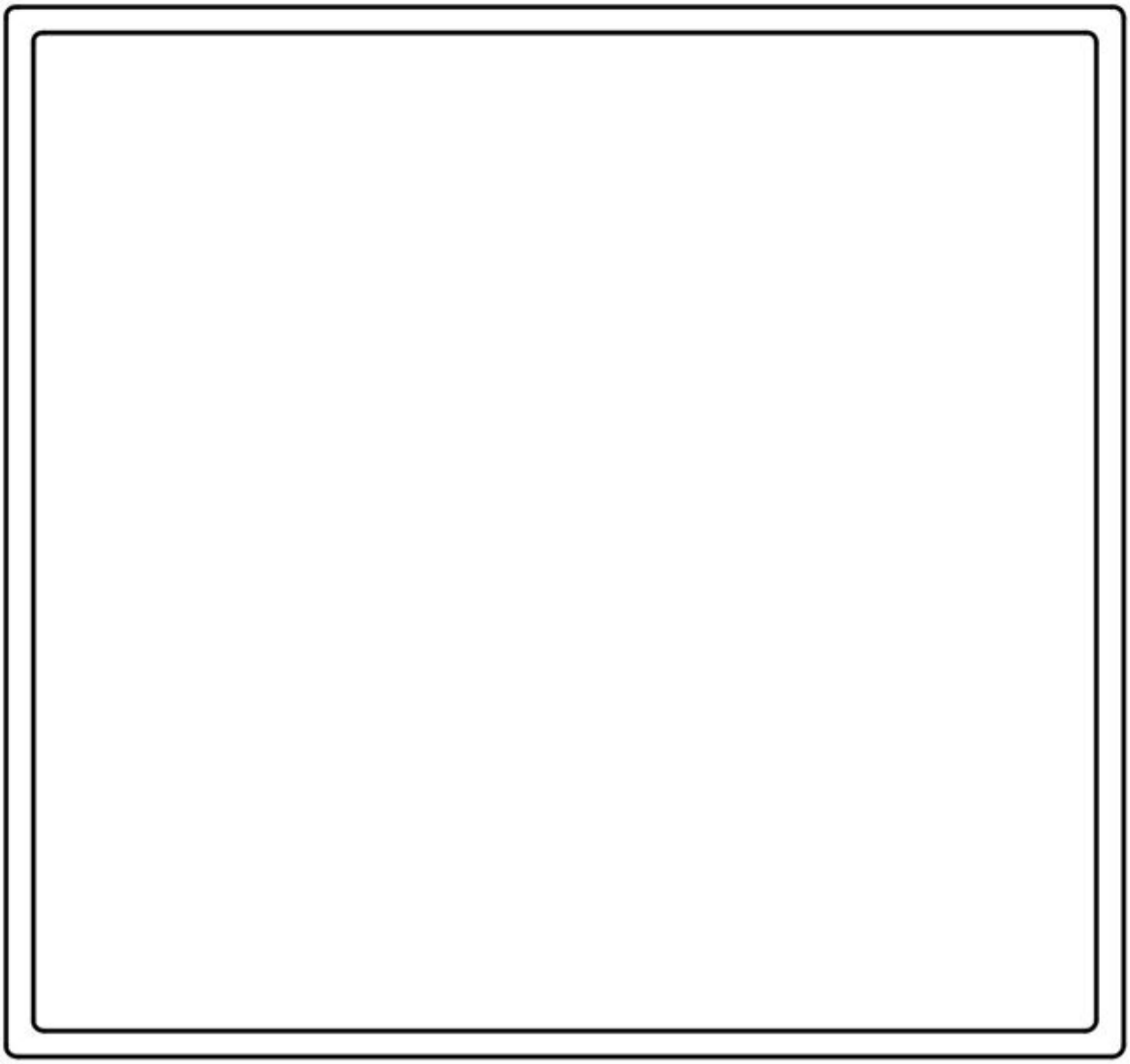

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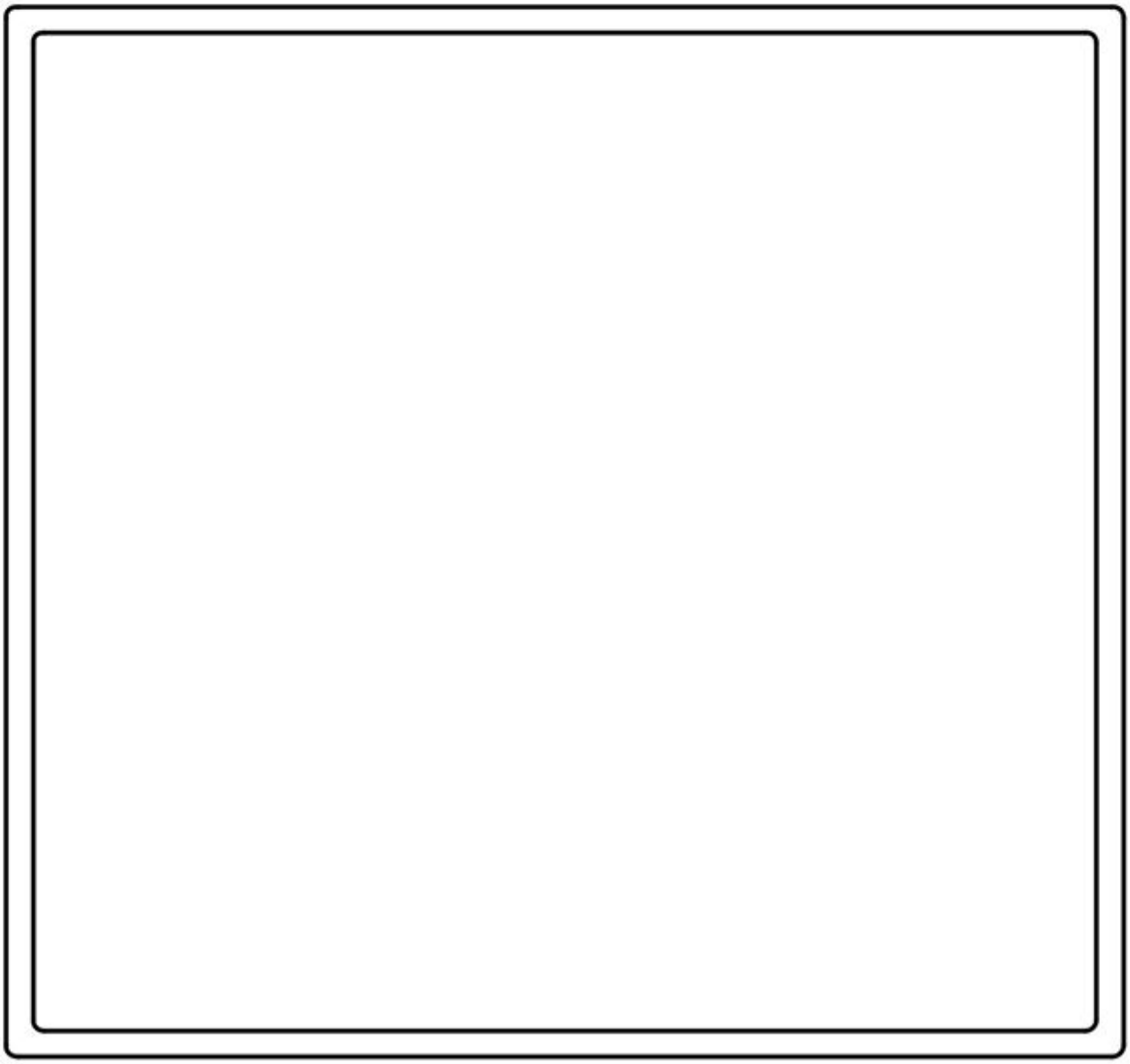

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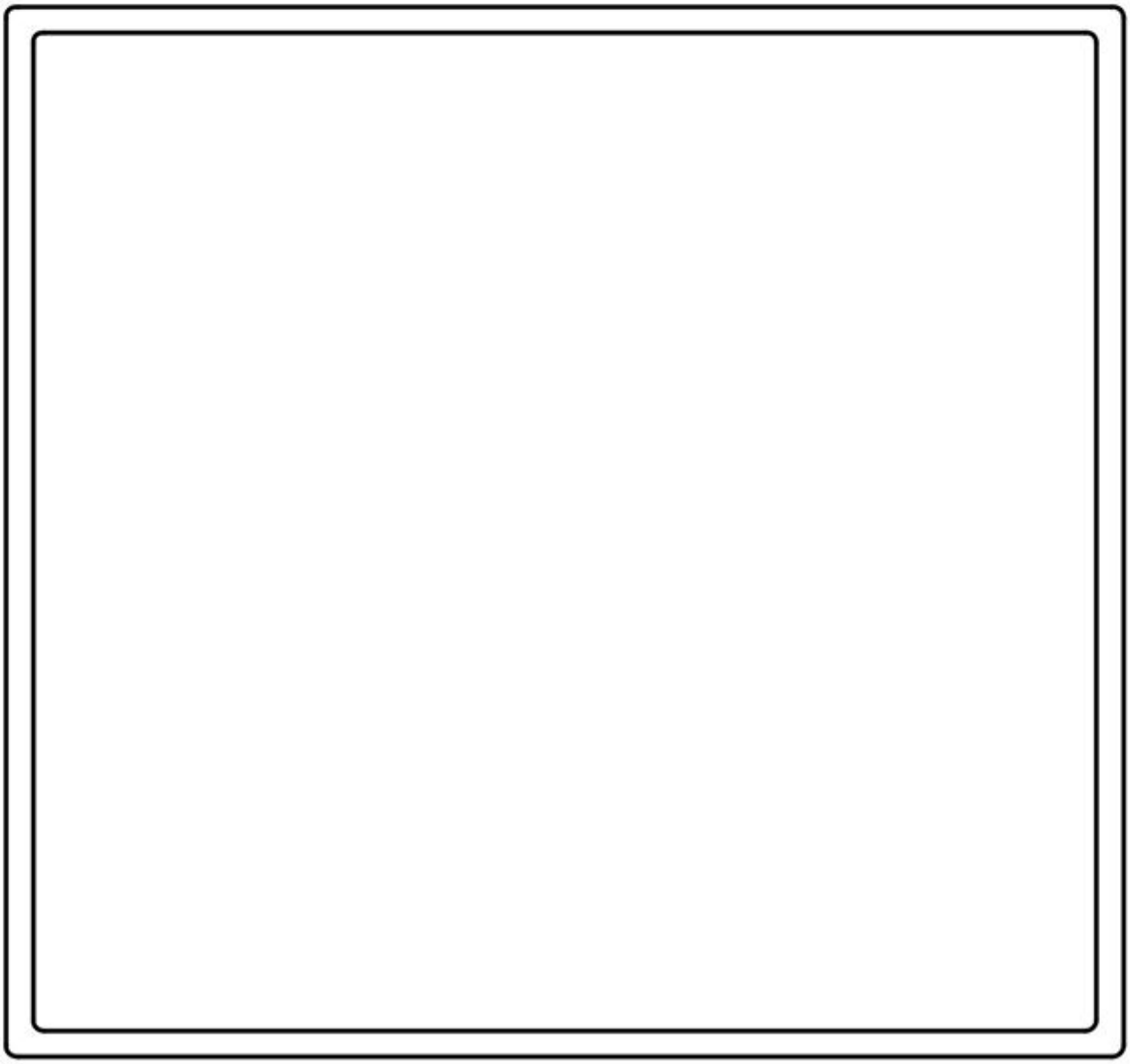


Unit 1 Lesson 9

Loops in Collector

Resources

Great

Good

Okay

Bad

Sad

Angry

Frustrated

Confused

Main Activity Notes

Teachers play a vital role in computer science education and supporting a collaborative and vibrant classroom environment. During online activities, the role of the teacher is primarily one of encouragement and support. Online lessons are meant to be student-centered, so teachers should avoid stepping in when students get stuck. Some ideas on how to do this are:

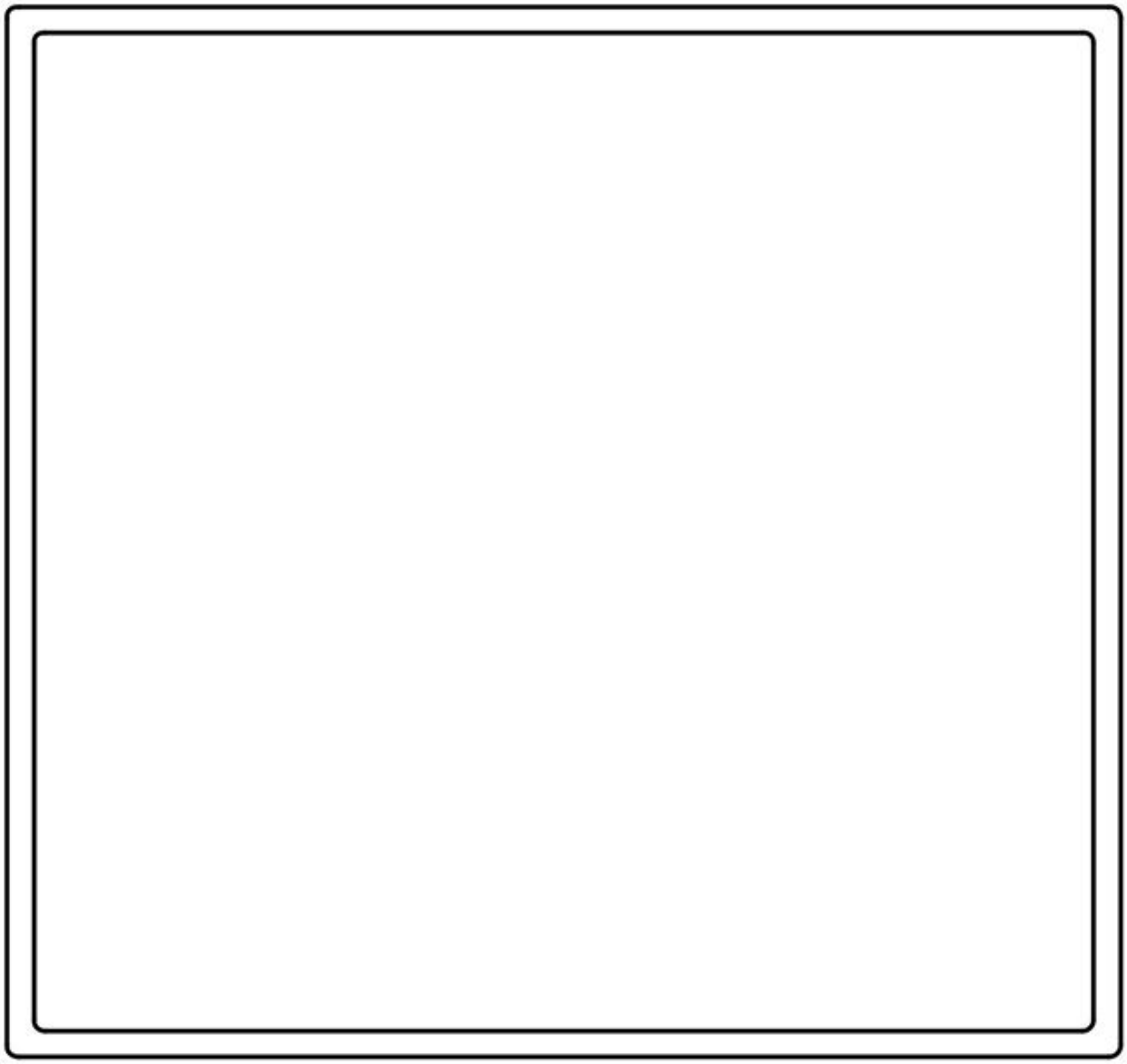
- Utilize pair programming whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
    - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before you approach.
- Have students describe the problem that they're seeing. What is it supposed to do? What does it do? What does that tell you?
- Remind frustrated students that frustration is a step on the path to learning, and that persistence will pay off.
- If a student is still stuck after all of this, ask leading questions to get the student to spot an error on their own.

Teacher Tip:

Show the students the ***right*** way to help classmates:

- Don't sit in the classmate's chair
- Don't use the classmate's keyboard
- Don't touch the classmate's mouse
- Make sure the classmate can describe the solution to you out loud before you walk away

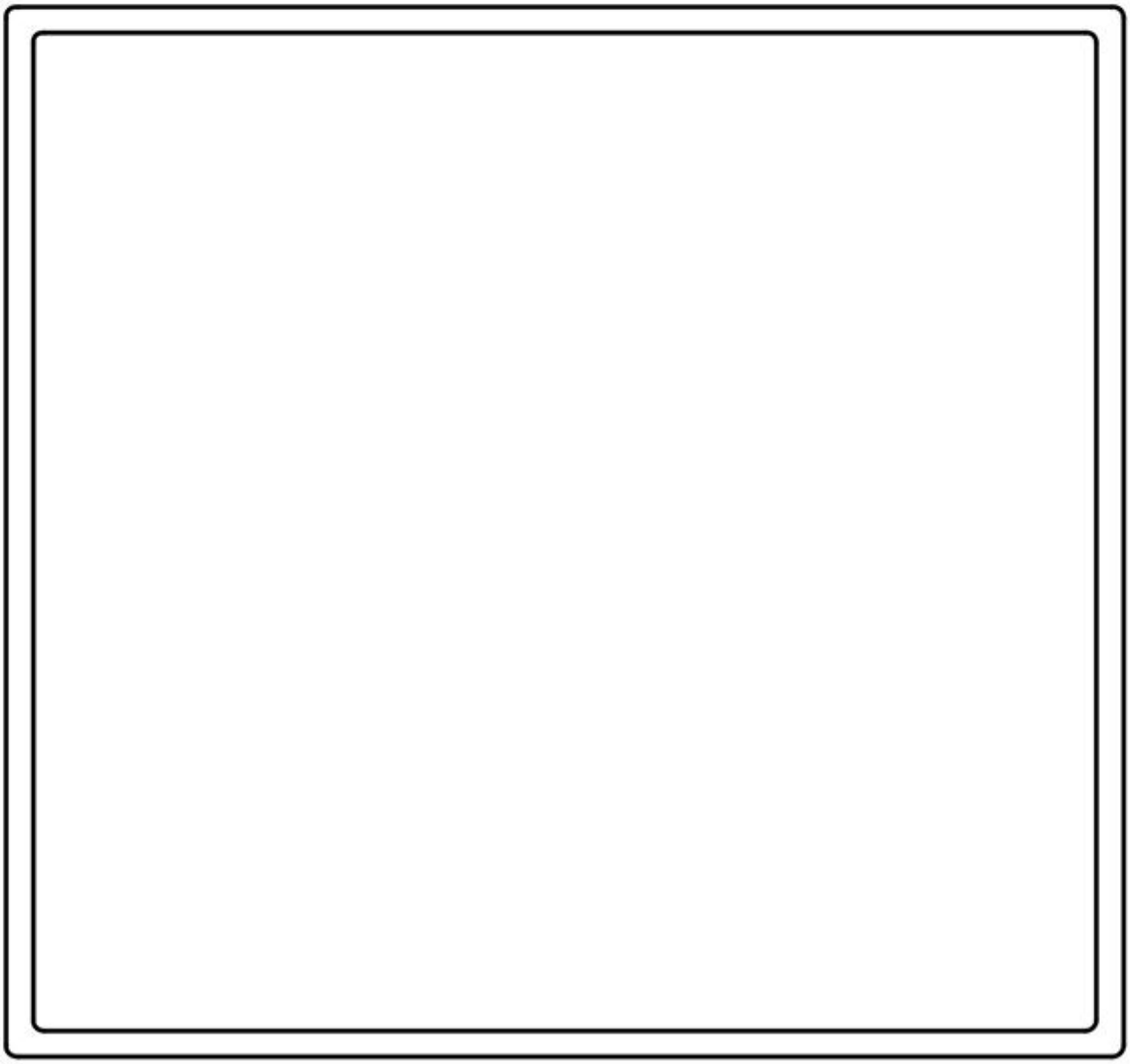
This Journal Belongs To



Grade: Date:

My Think Spot Journal

Date:



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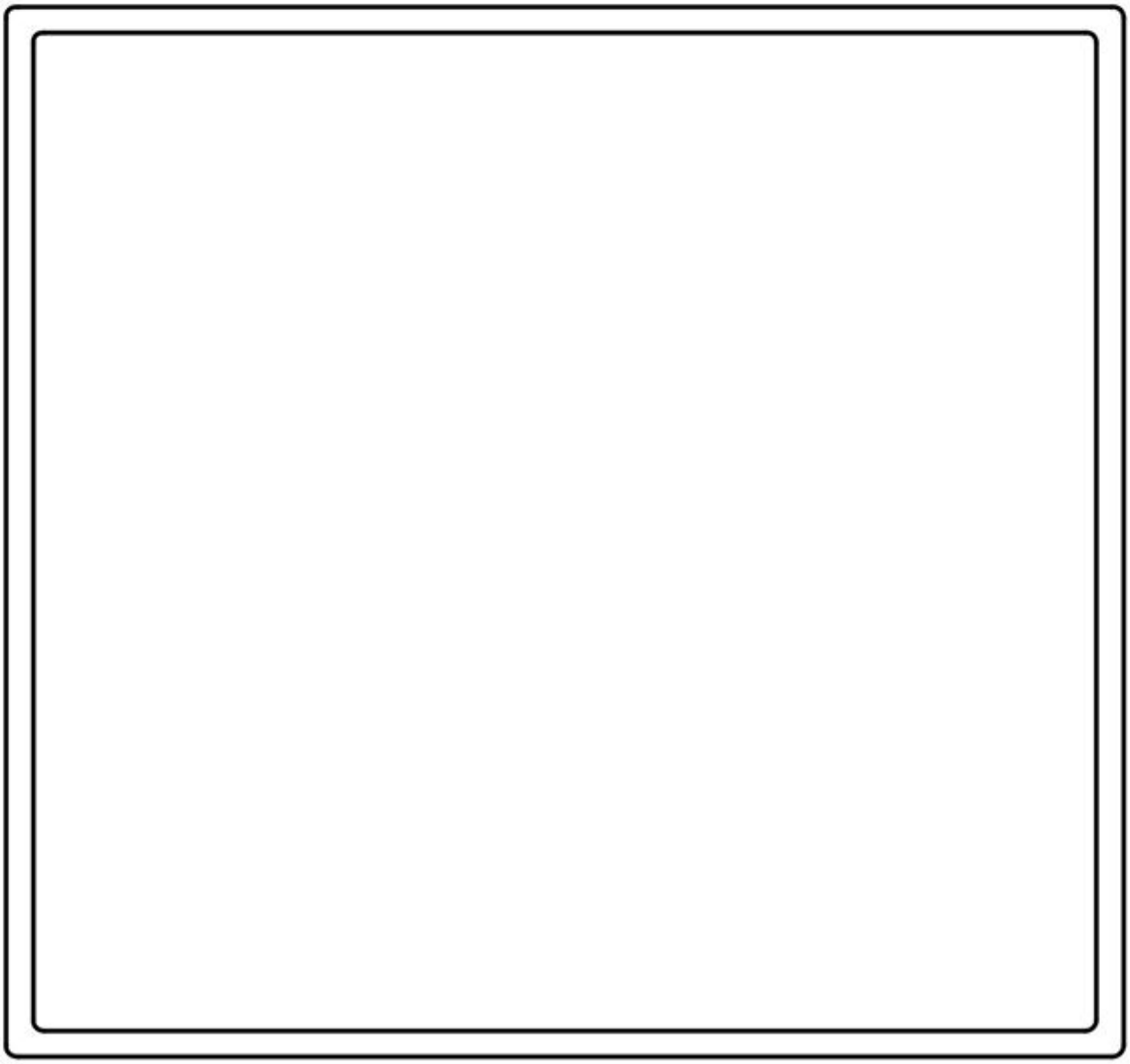

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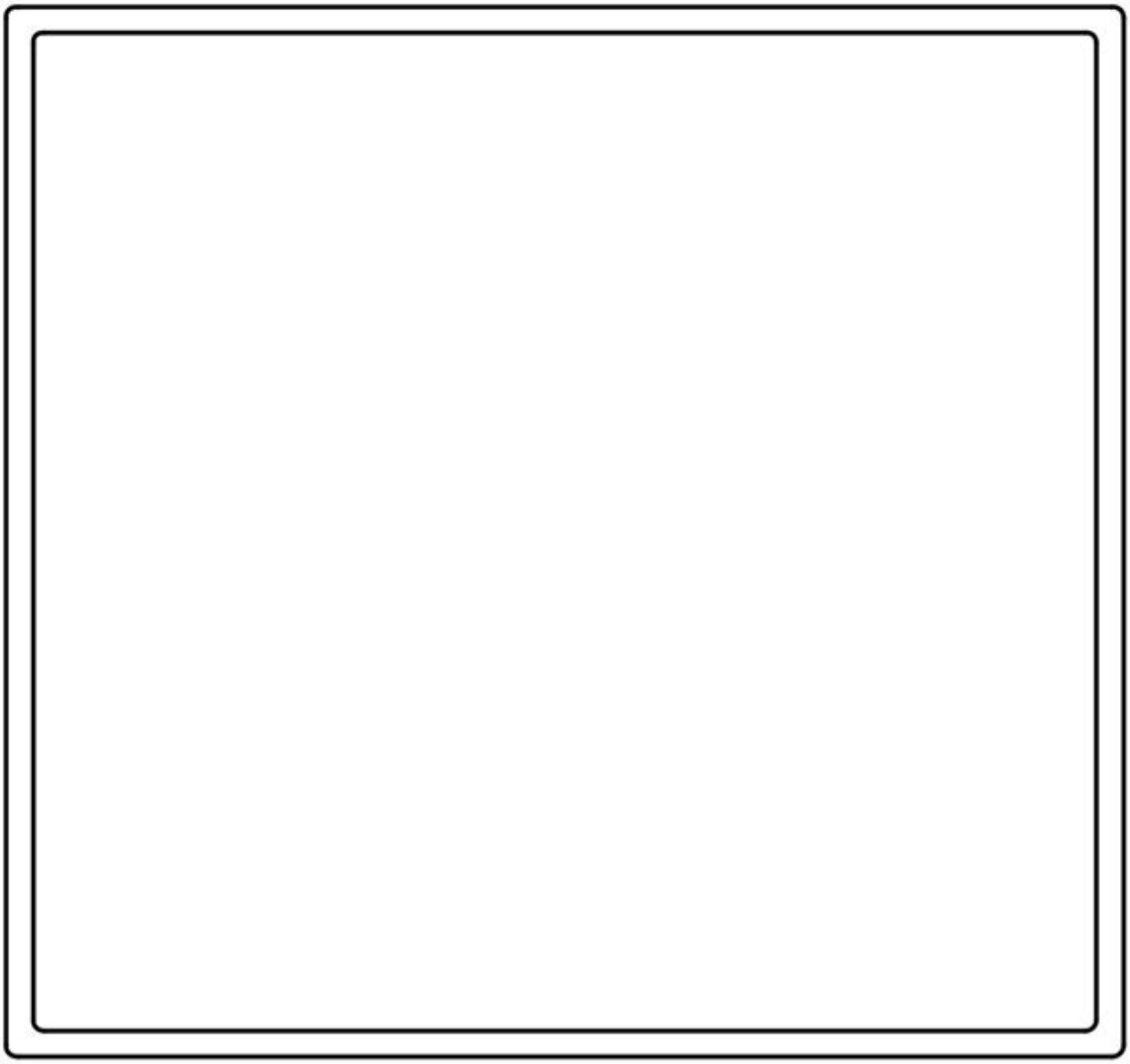

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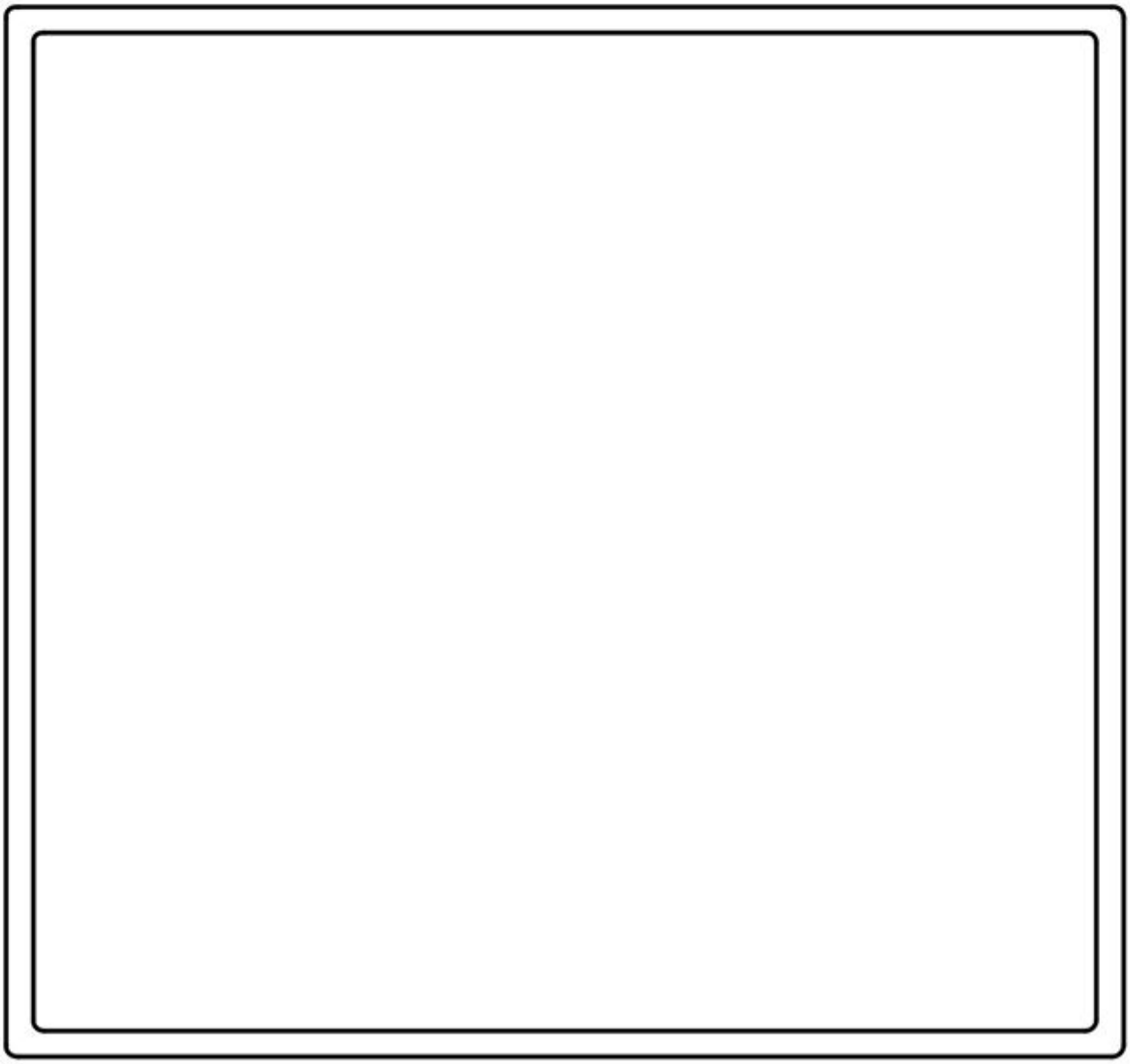

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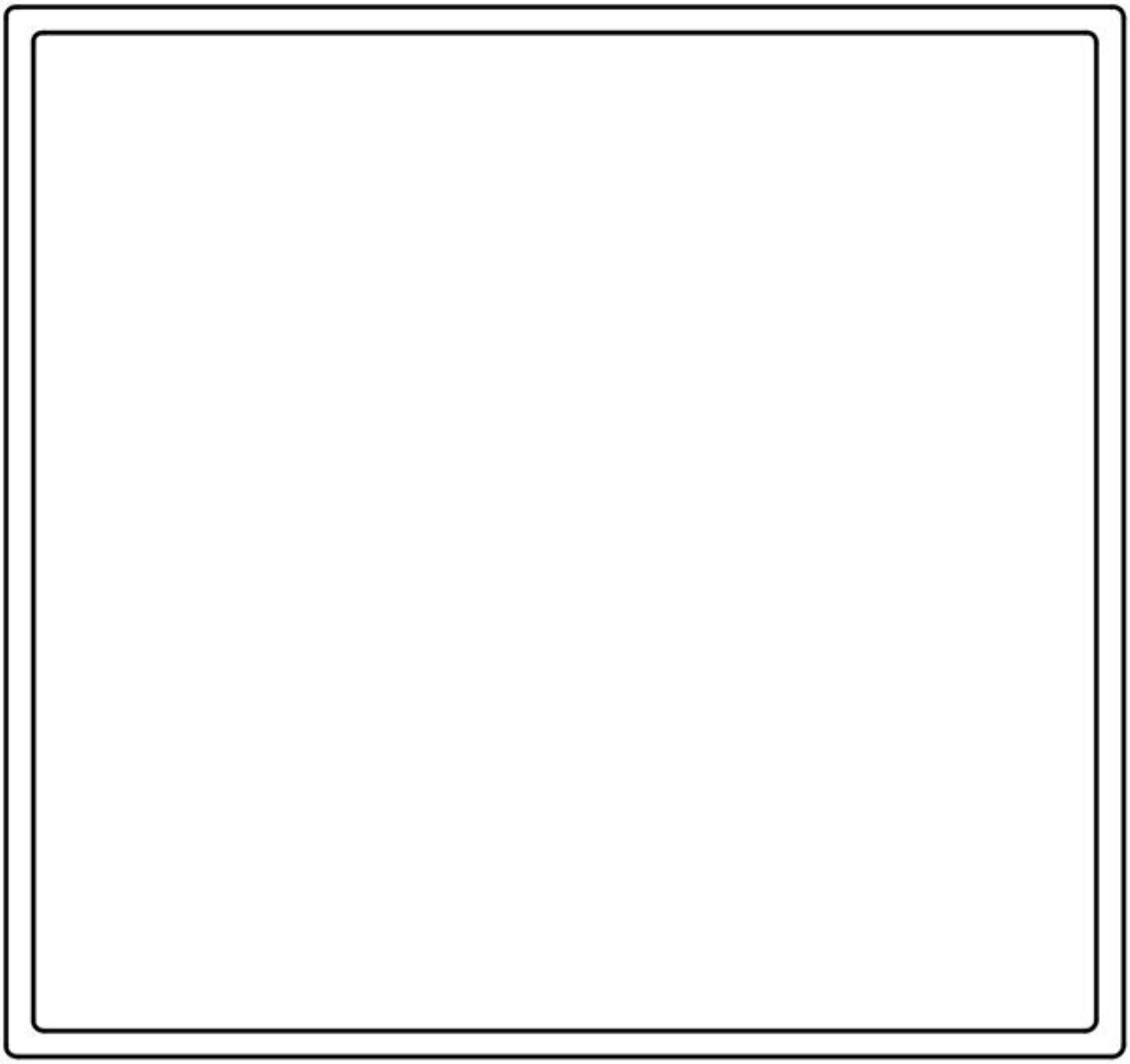

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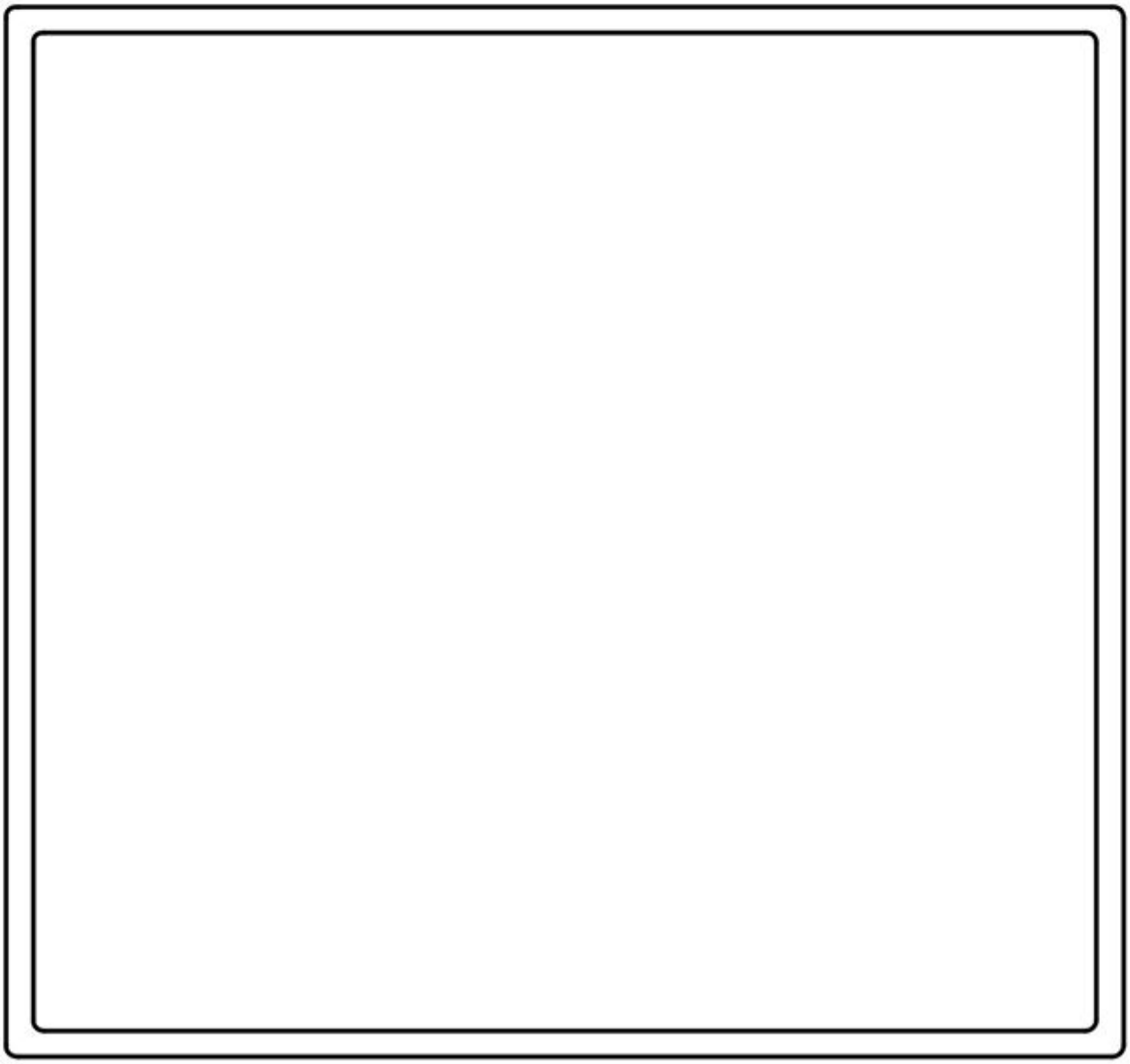

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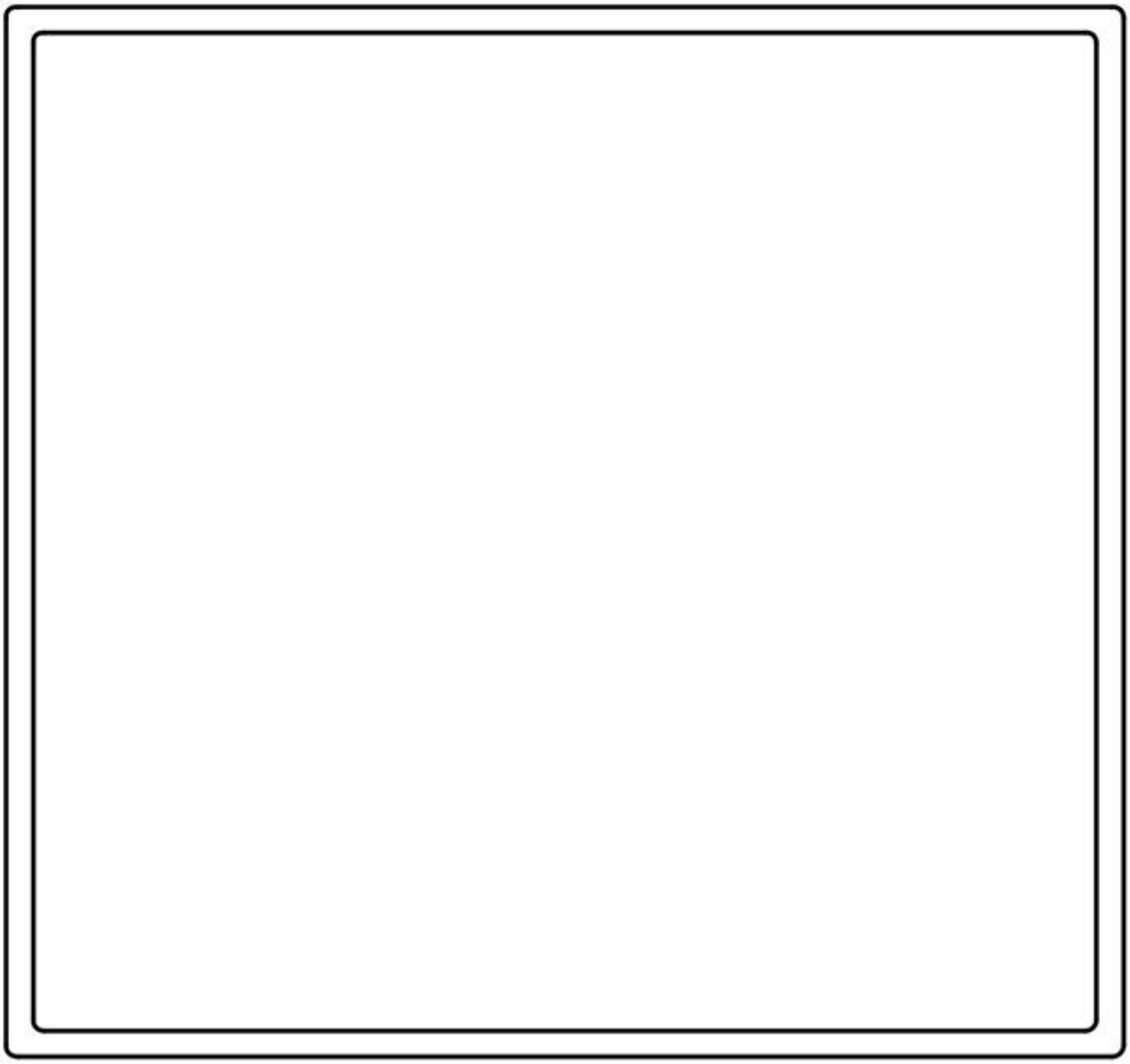

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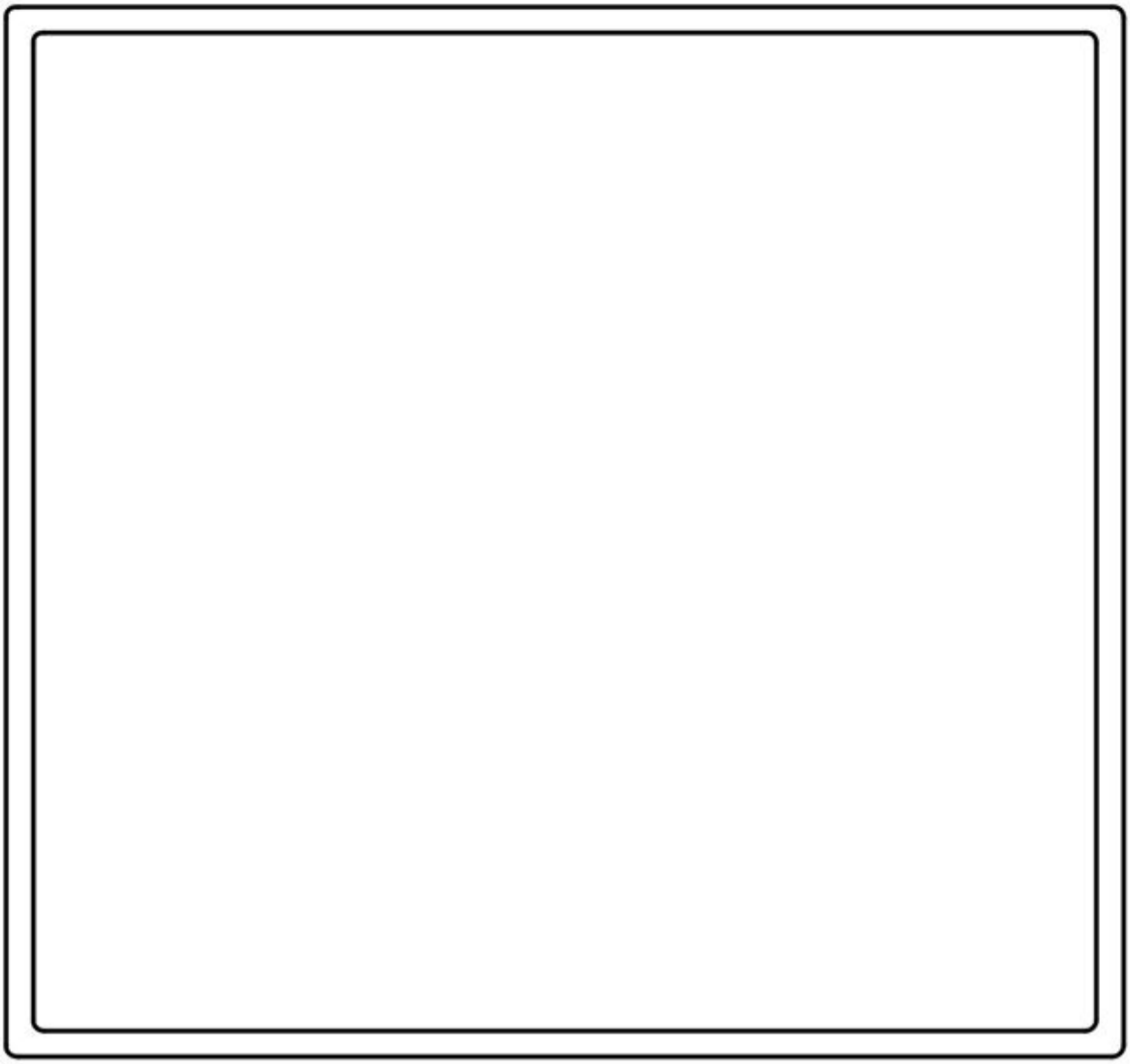

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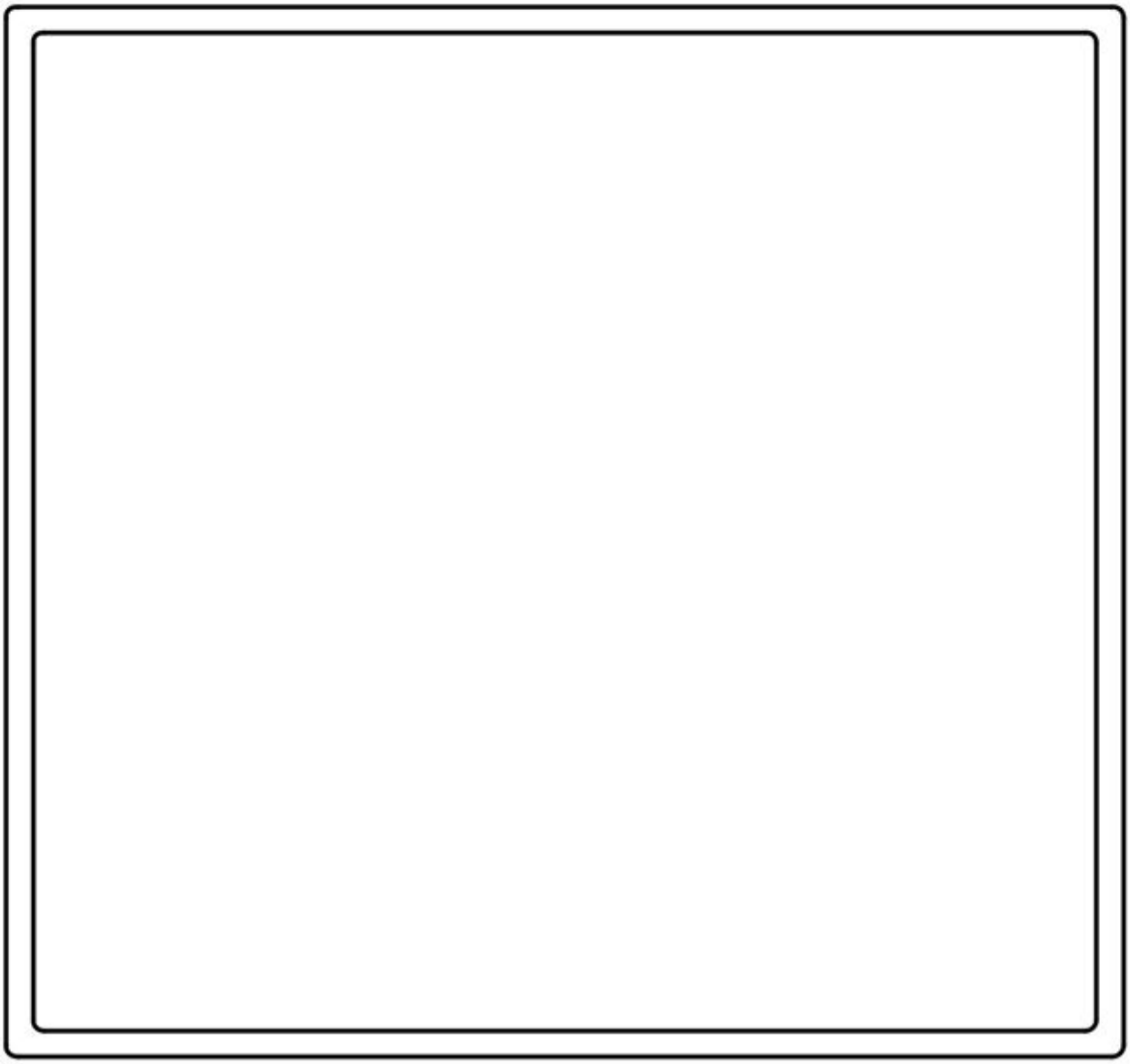

Unit 1 Lesson 10

Loops in Artist

Resources

Great

Good

Okay

Bad

Sad

Angry

Frustrated

Confused

Main Activity Notes

Teachers play a vital role in computer science education and supporting a collaborative and vibrant classroom environment. During online activities, the role of the teacher is primarily one of encouragement and support. Online lessons are meant to be student-centered, so teachers should avoid stepping in when students get stuck. Some ideas on how to do this are:

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- Don't use the classmate's keyboard
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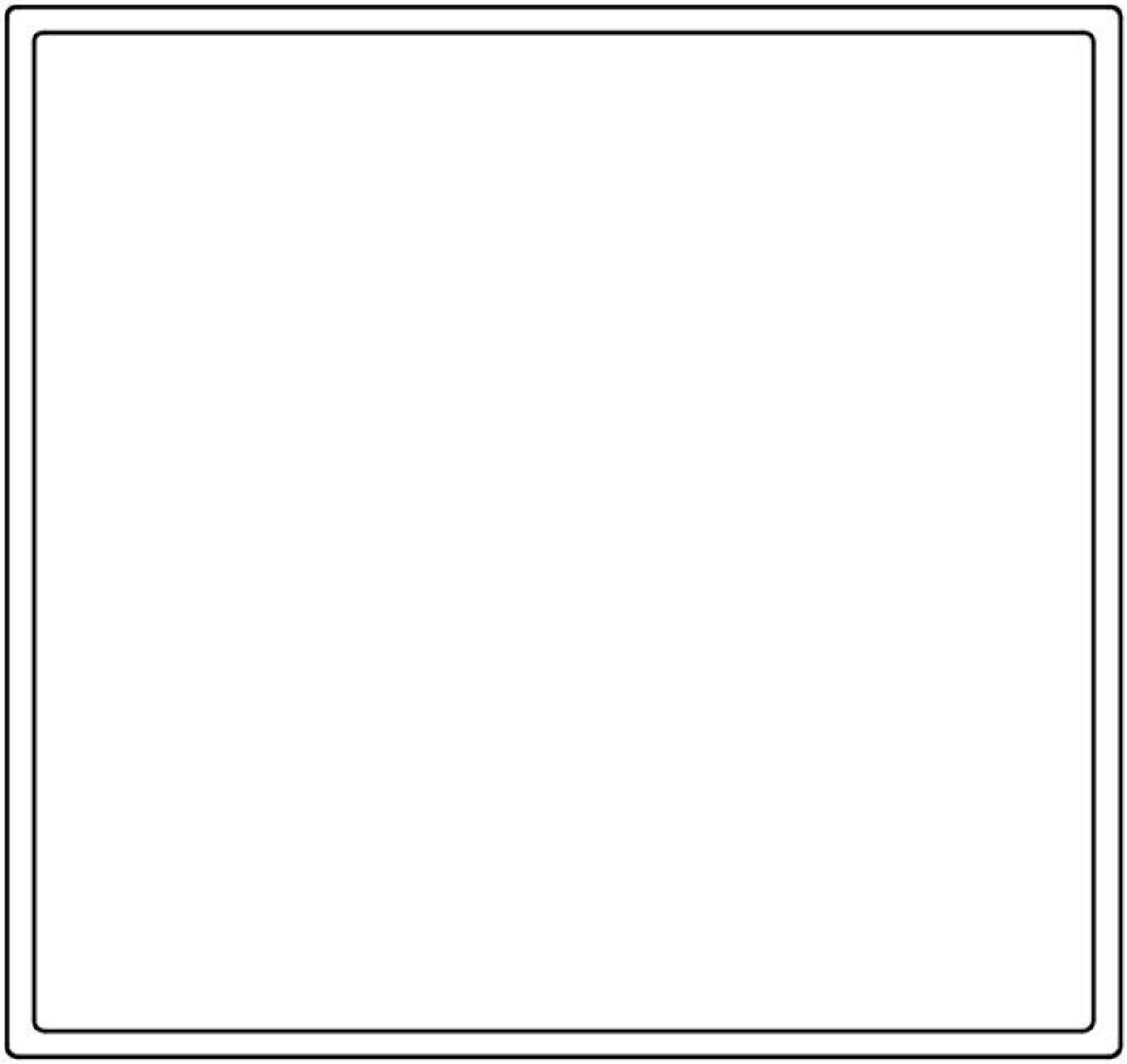
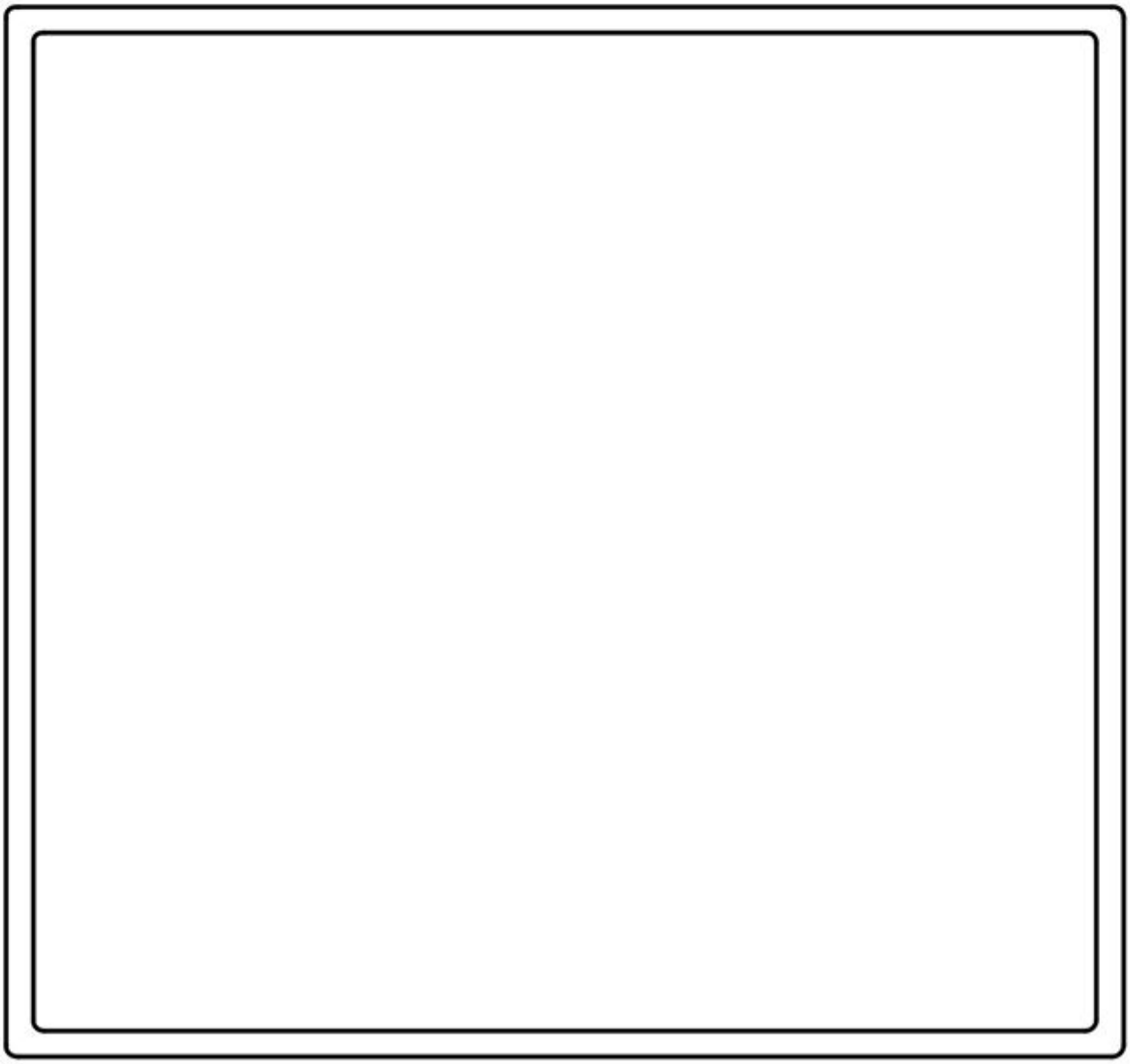
This Journal Belongs To



Grade: Date:

My Think Spot Journal

Date:



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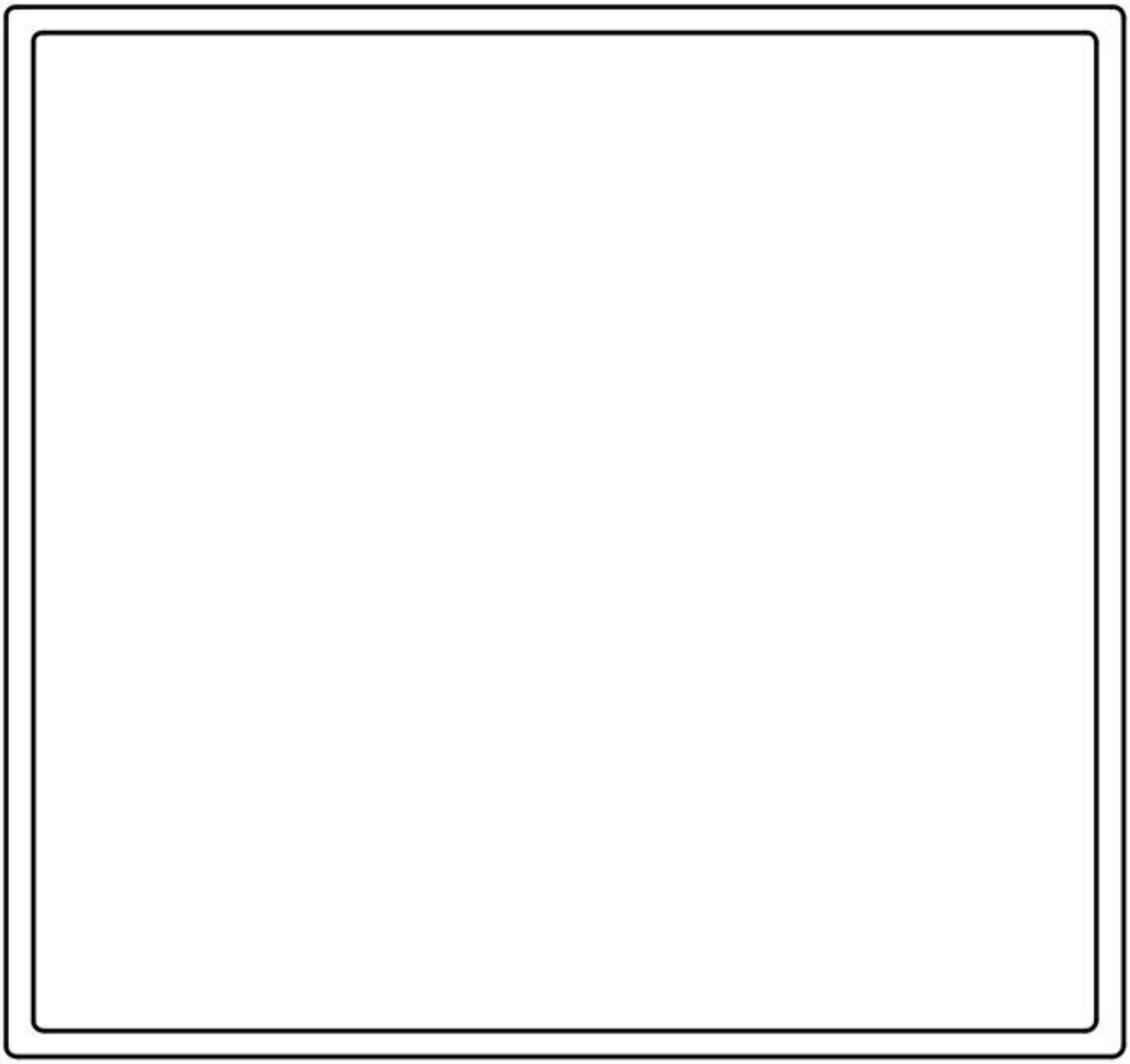

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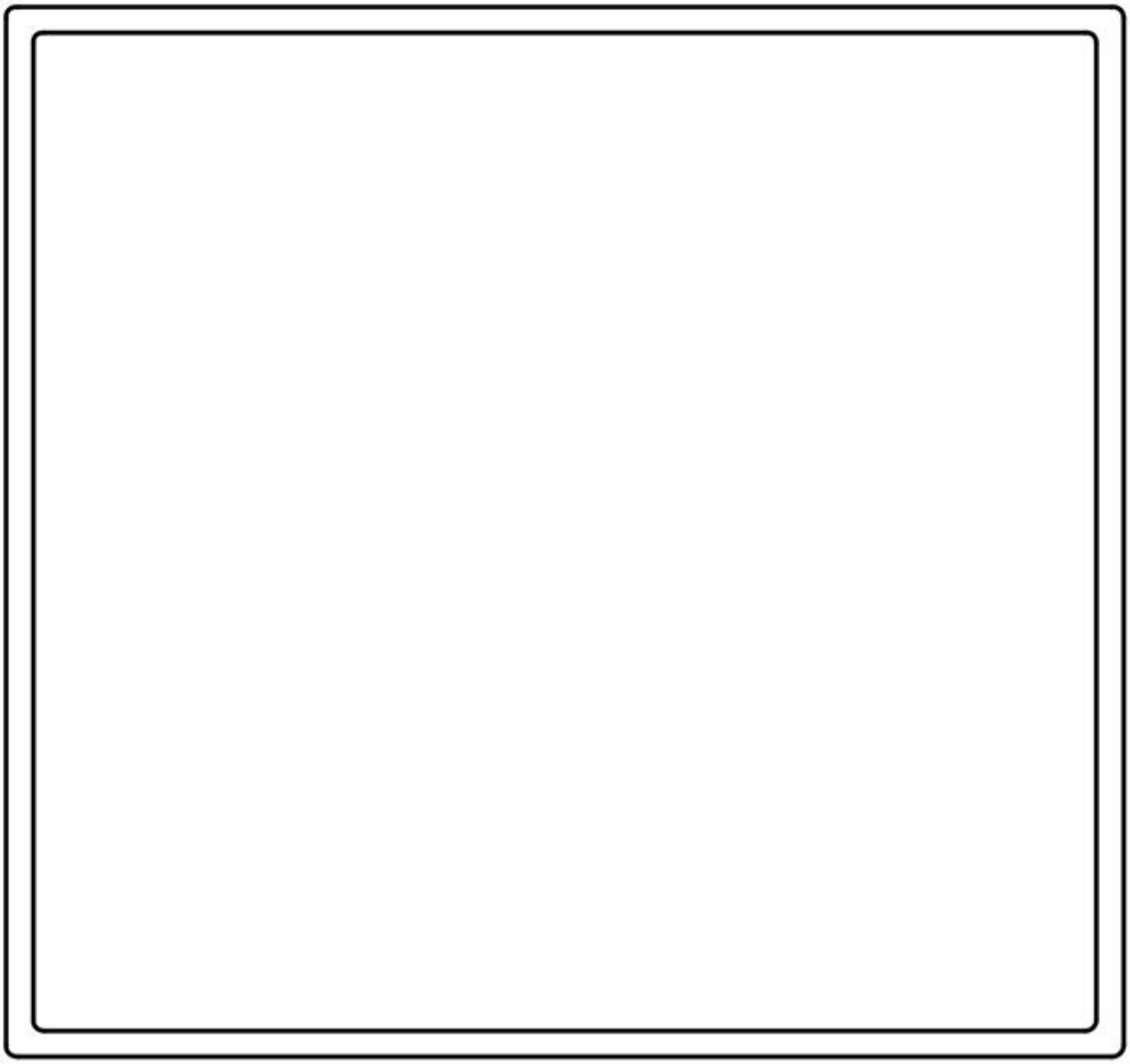

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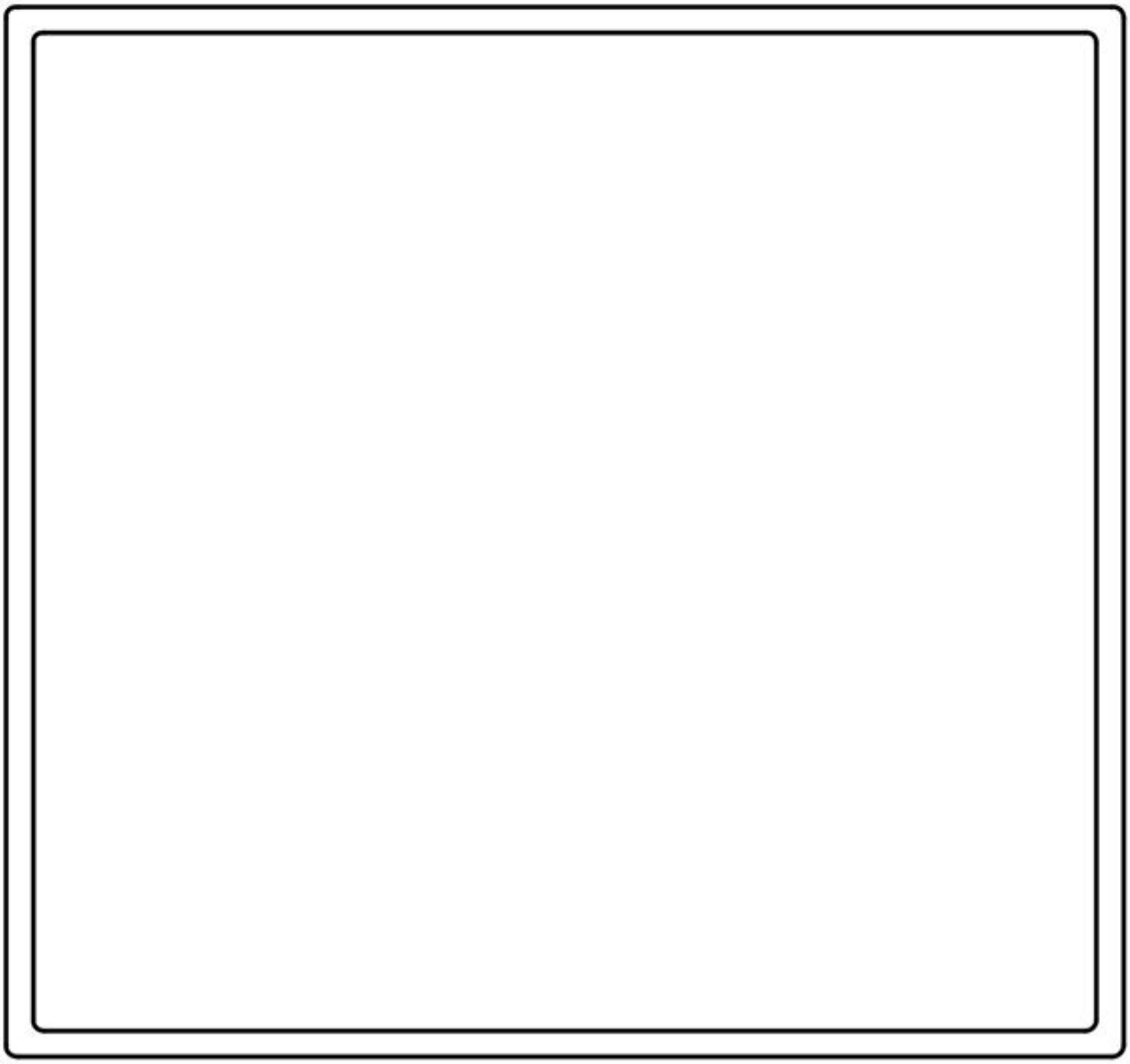

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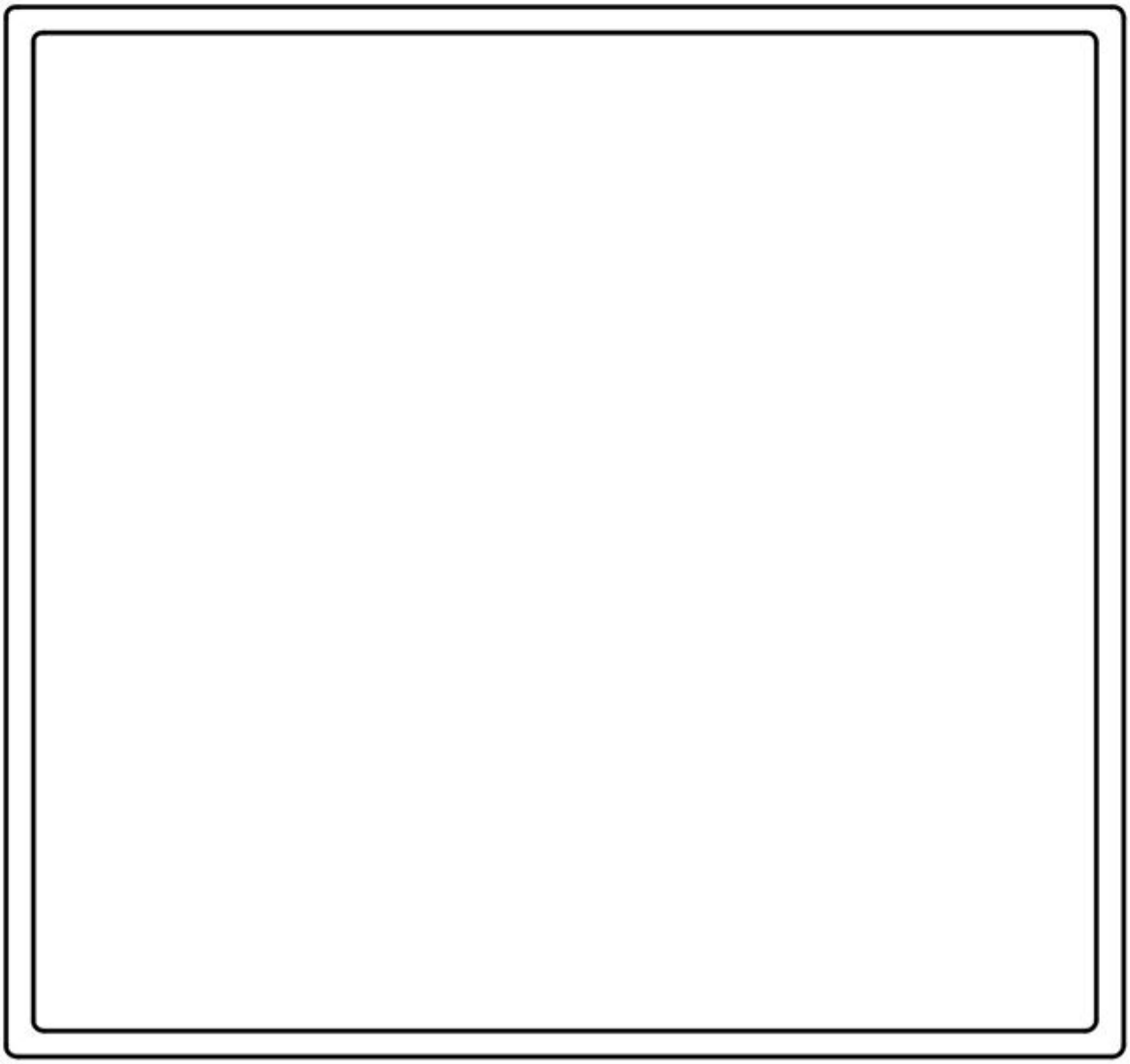

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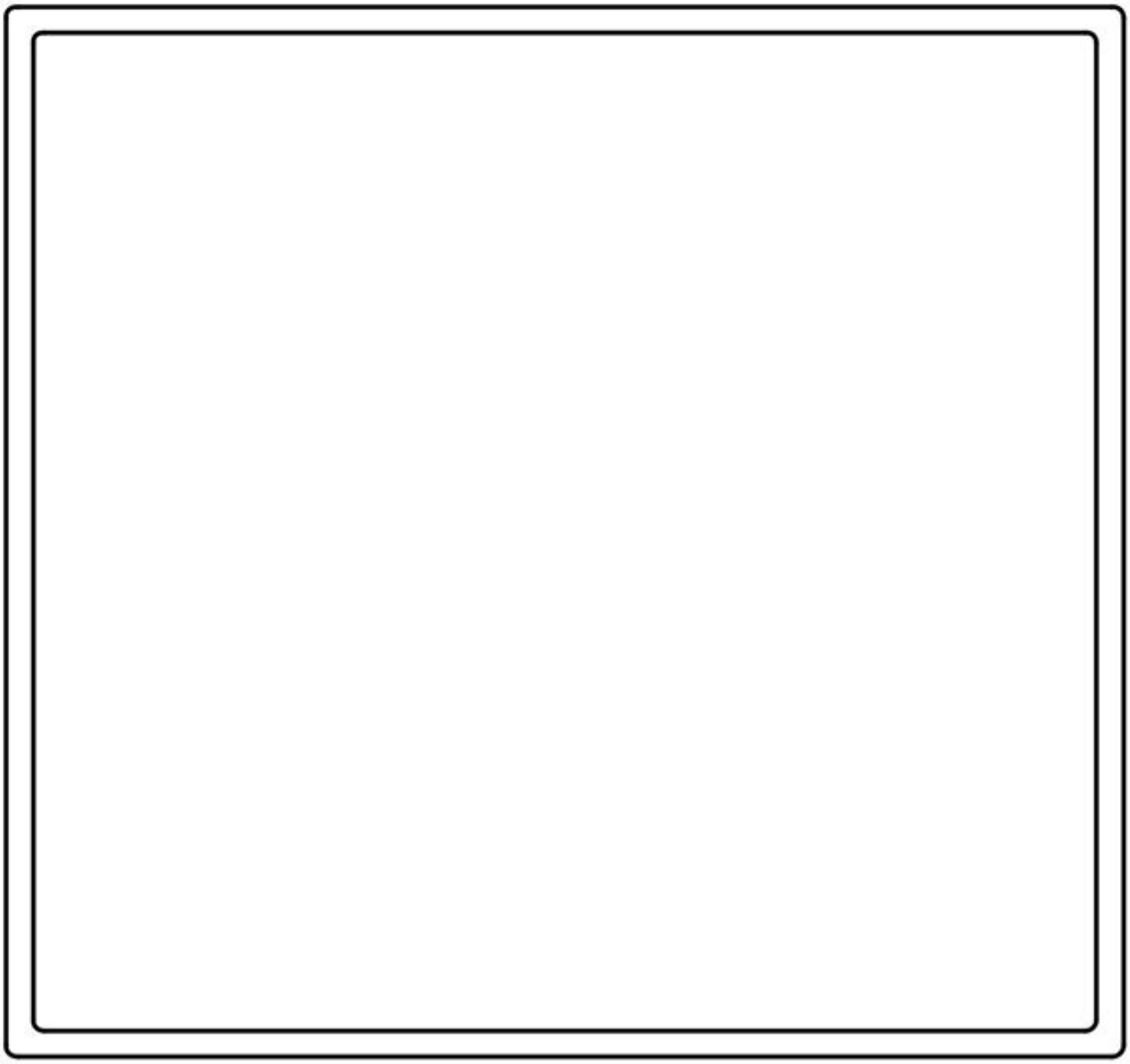

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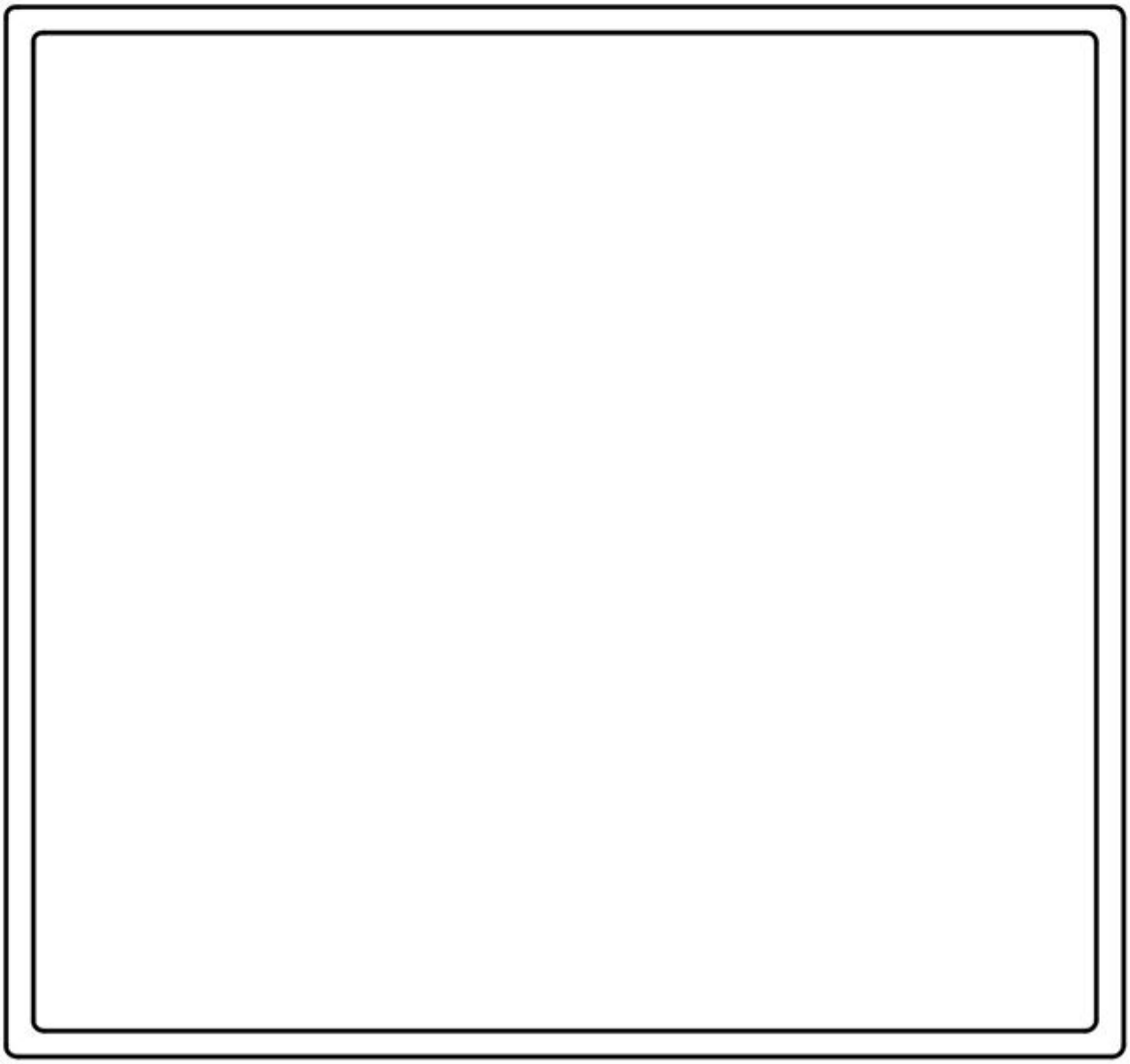

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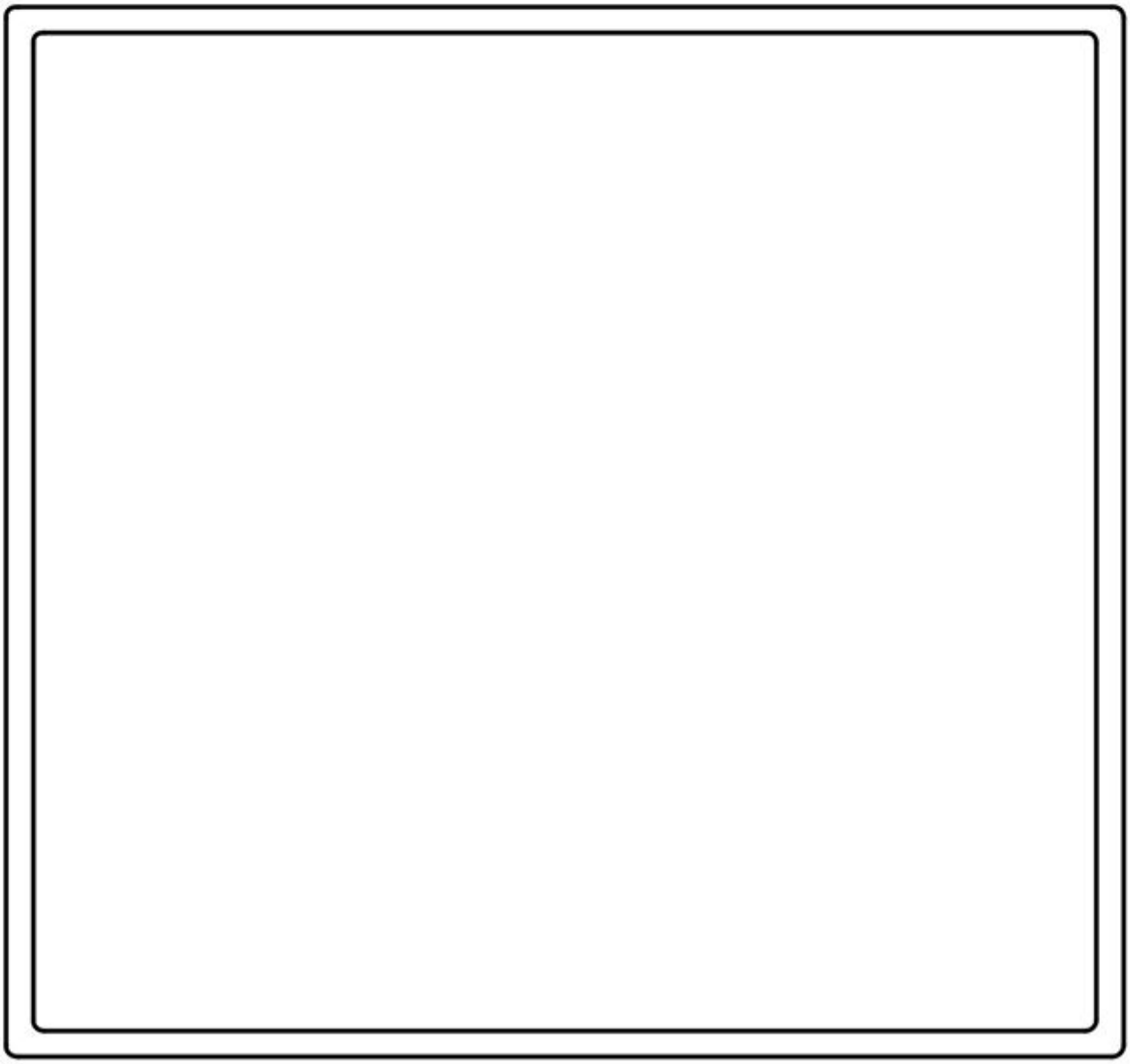

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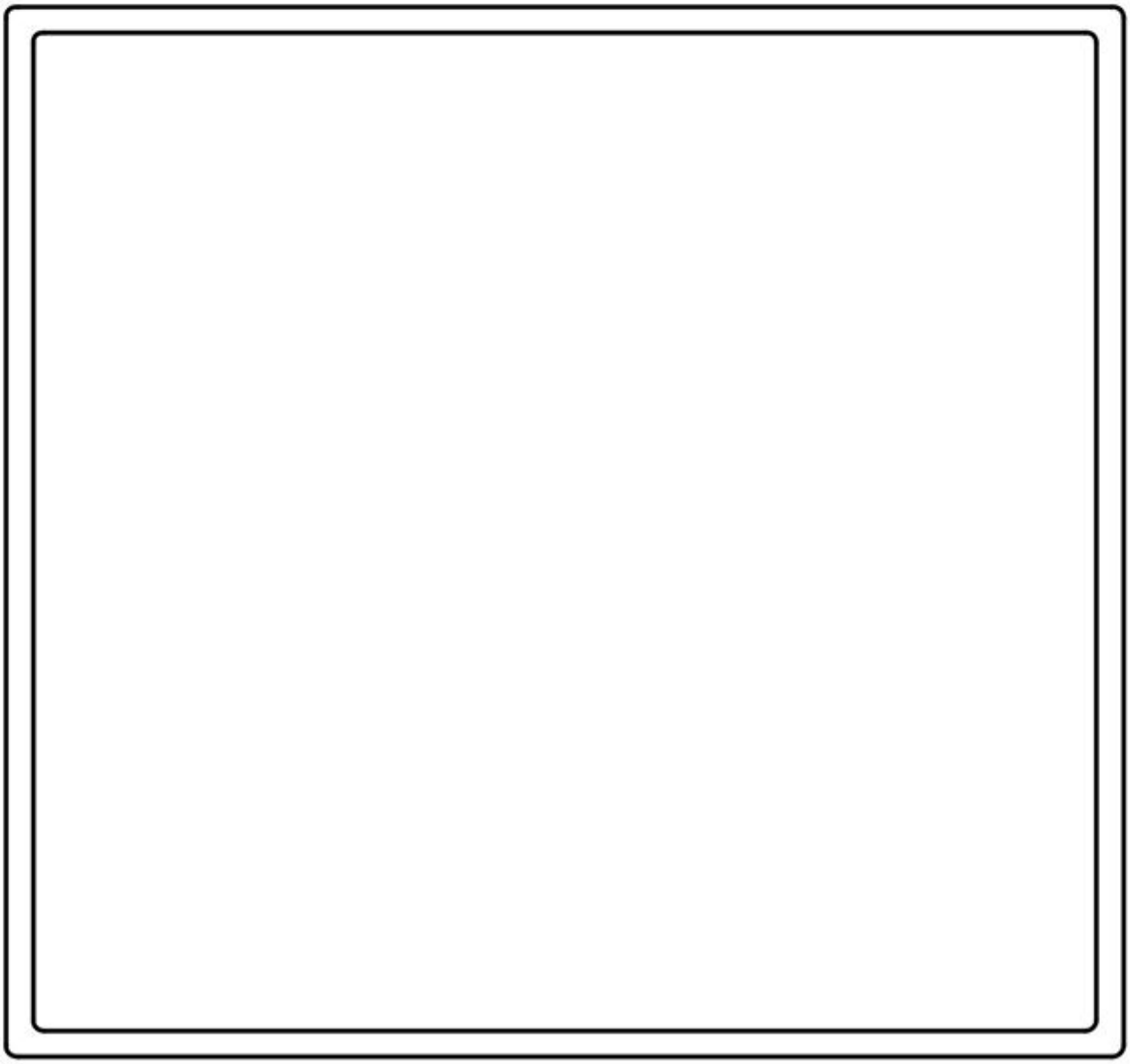


Unit 1 Lesson 11

Events Unplugged: The Big Event

Resources

Great

Good

Okay

Bad

Sad

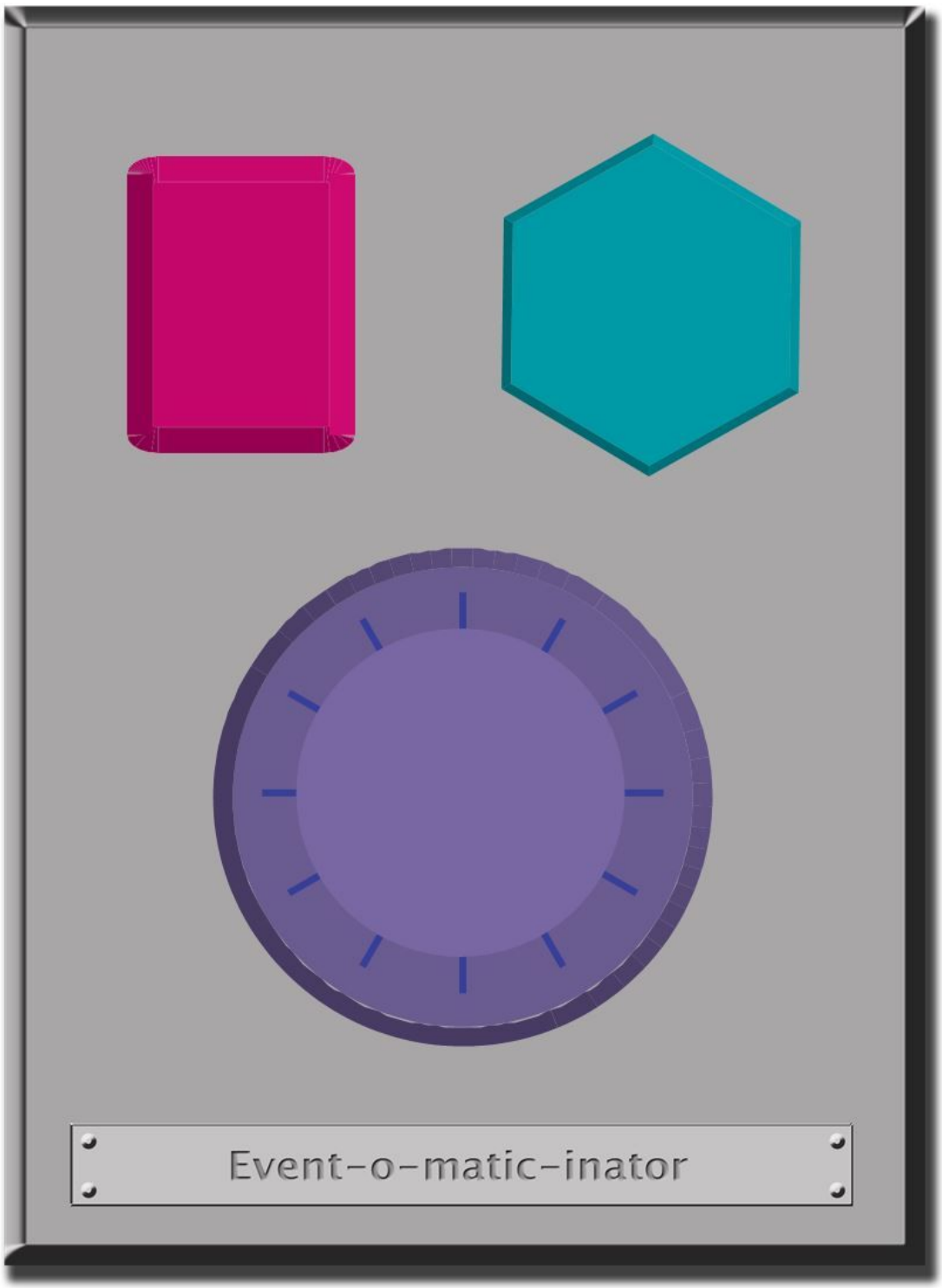
Angry

Frustrated

Confused

The Big Event (Courses A-B)

Event Controller

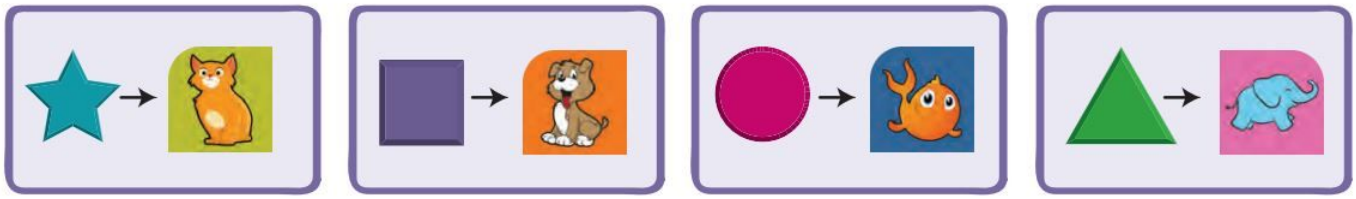


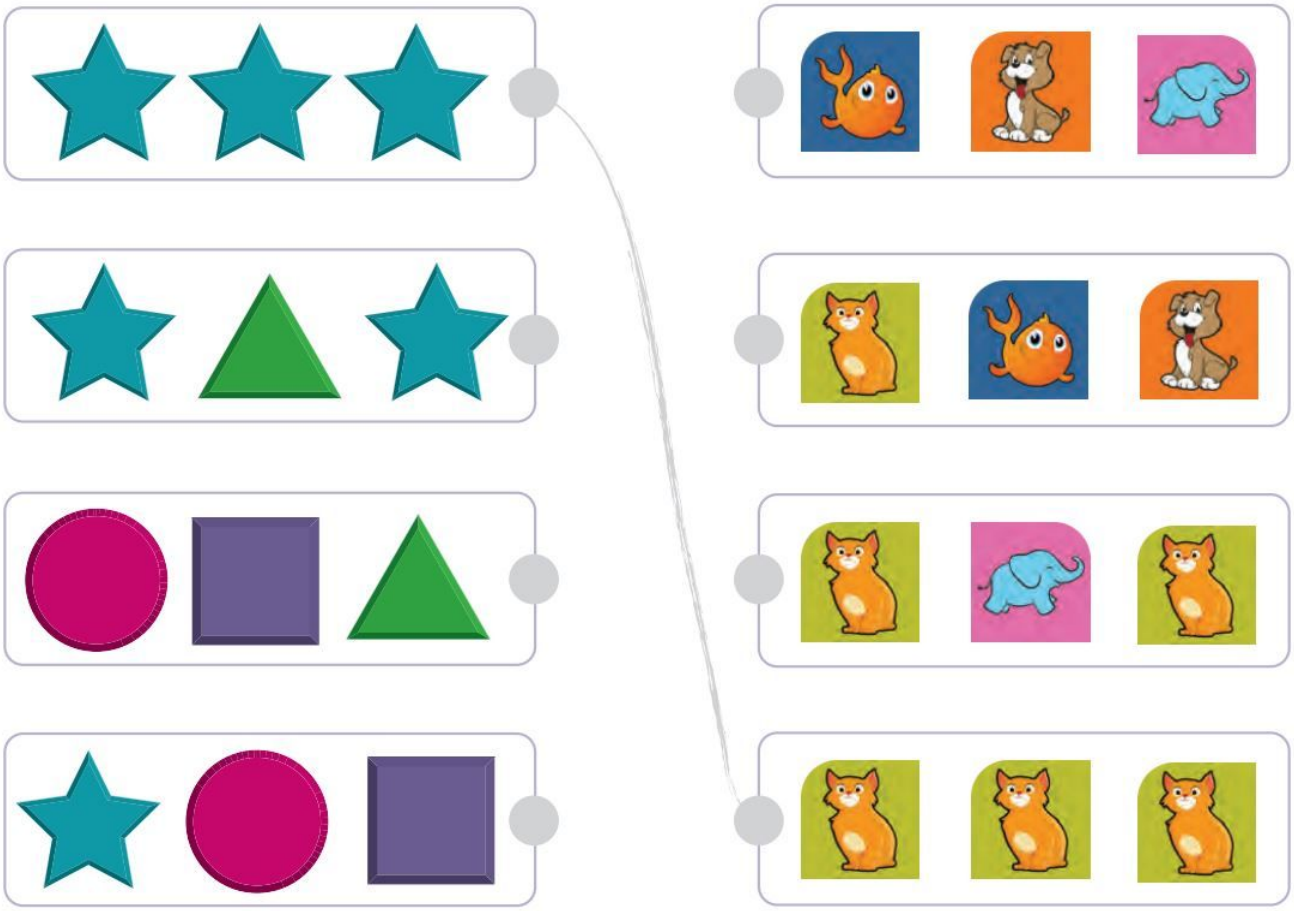
Name(s)_____ Period _____ Date _____

The Big Event

You've been given a magical controller that changes the picture on the frame on your desk. Take a look below to see what each button does. Can you figure out which series of button events will cause your frame to show the pictures on the right?

Draw a line from each set of pictures to the button combination that causes it. The first one has been done for you.



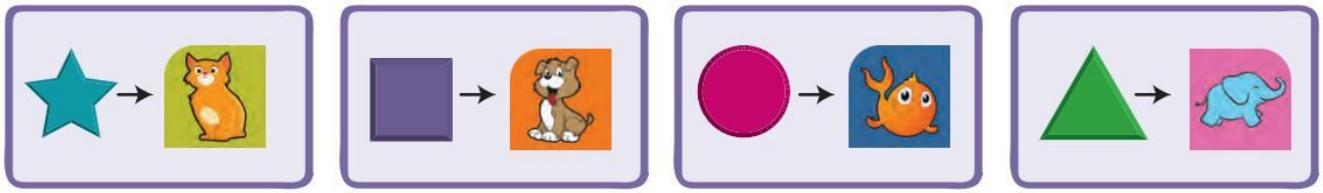


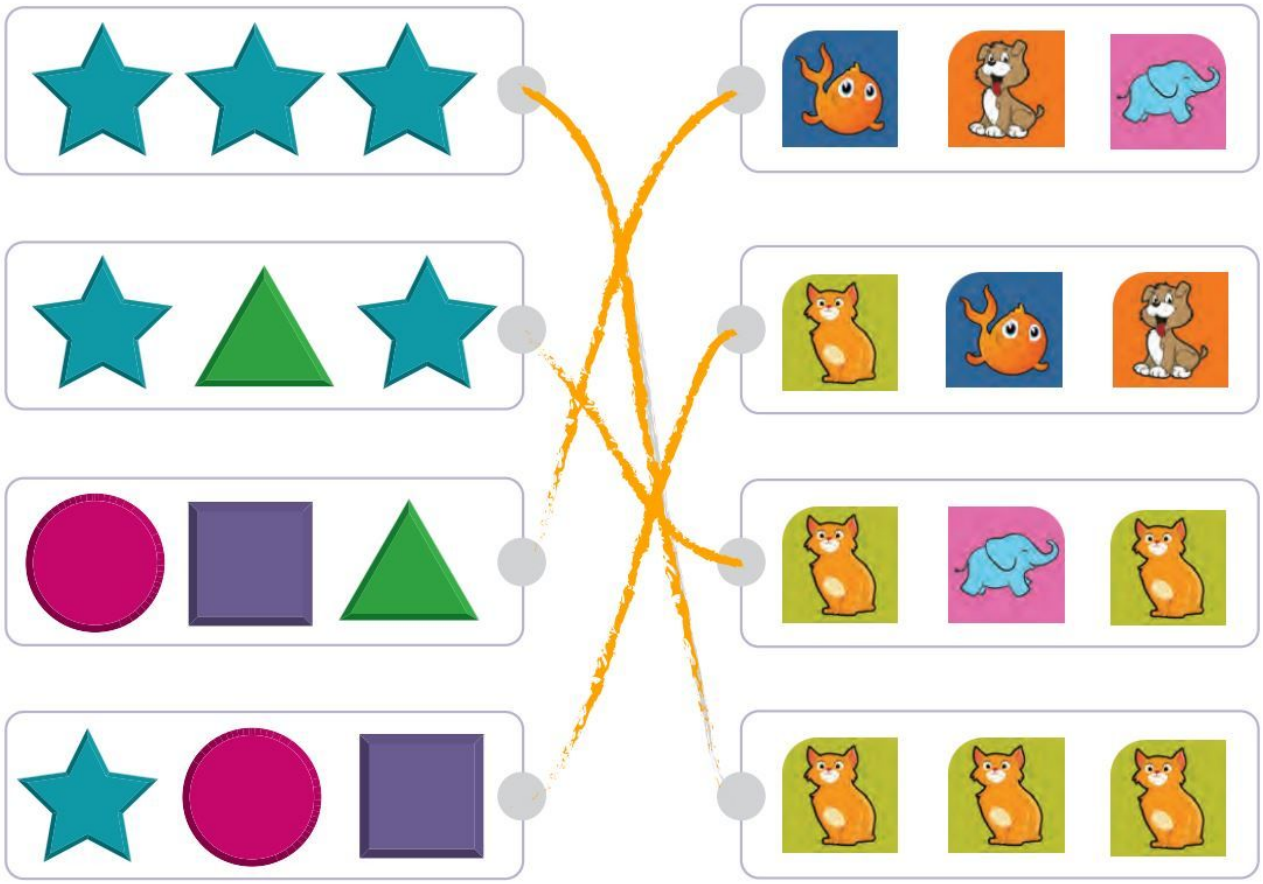
TEACHER KEY

The Big Event

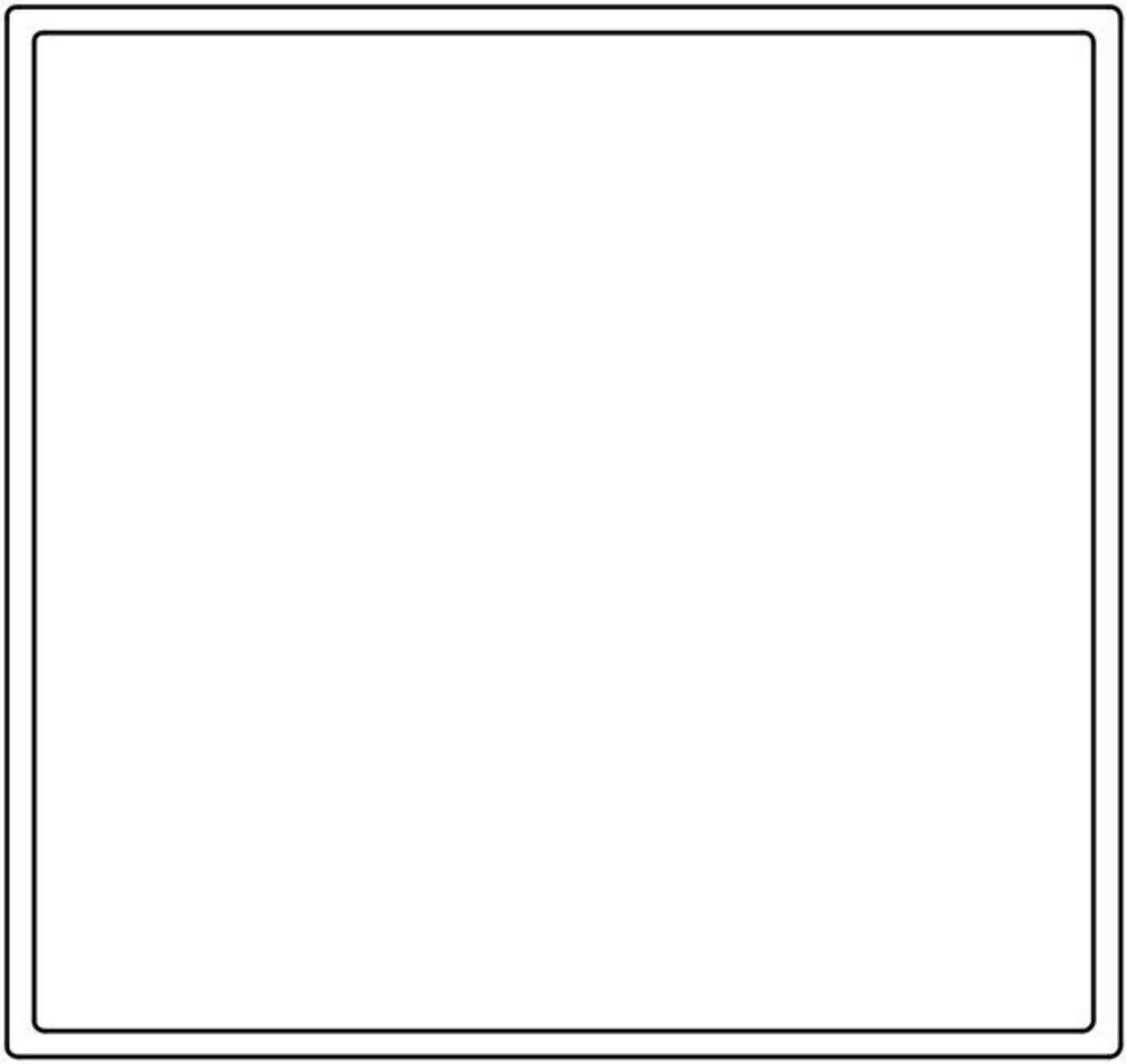
You've been given a magical controller that changes the picture on the frame on your desk. Take a look below to see what each button does. Can you figure out which series of button events will cause your frame to show the pictures on the right?

Draw a line from each set of pictures to the button combination that causes it. The first one has been done for you.





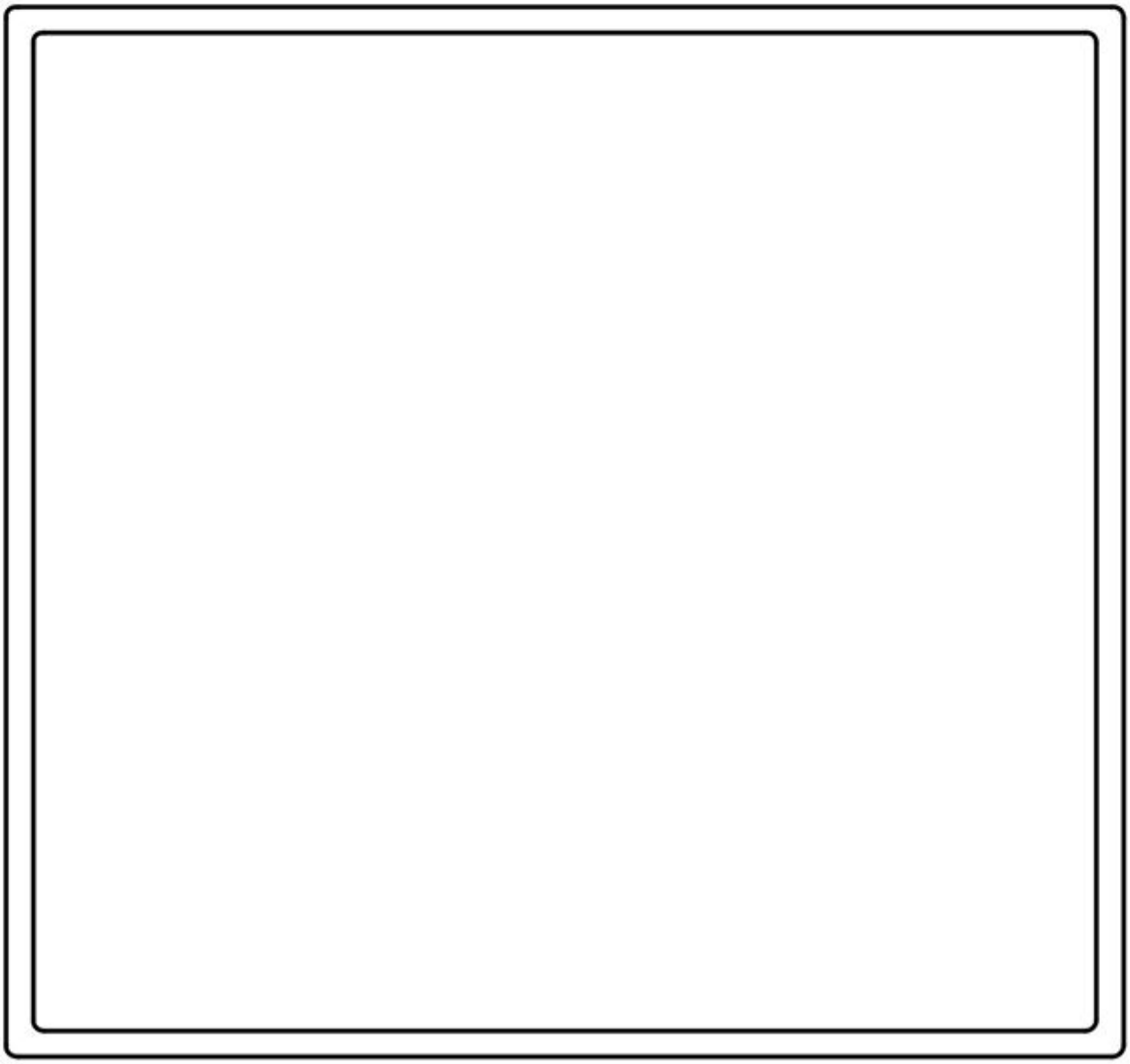
This Journal Belongs To



Grade: Date:

My Think Spot Journal

Date:



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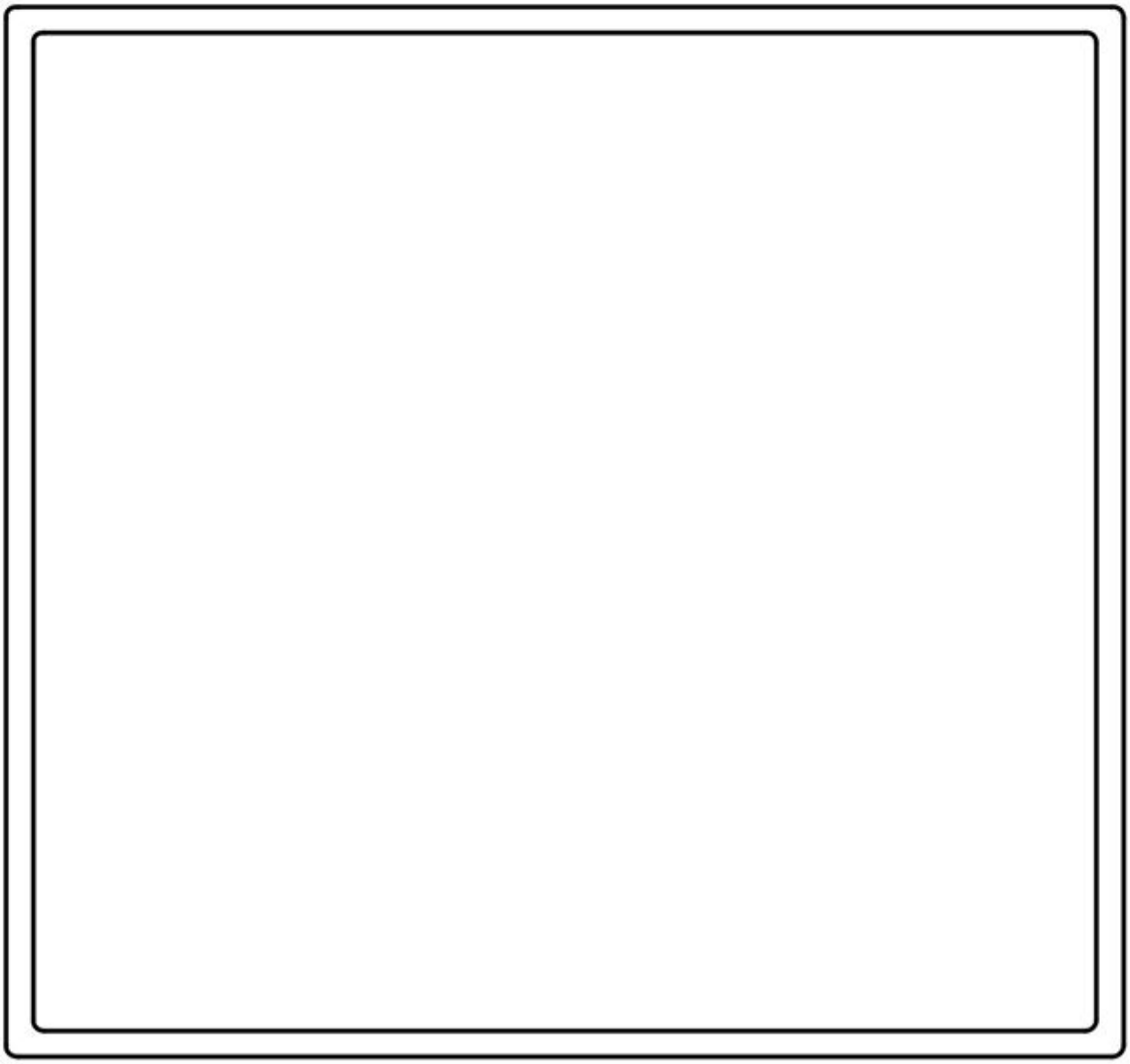

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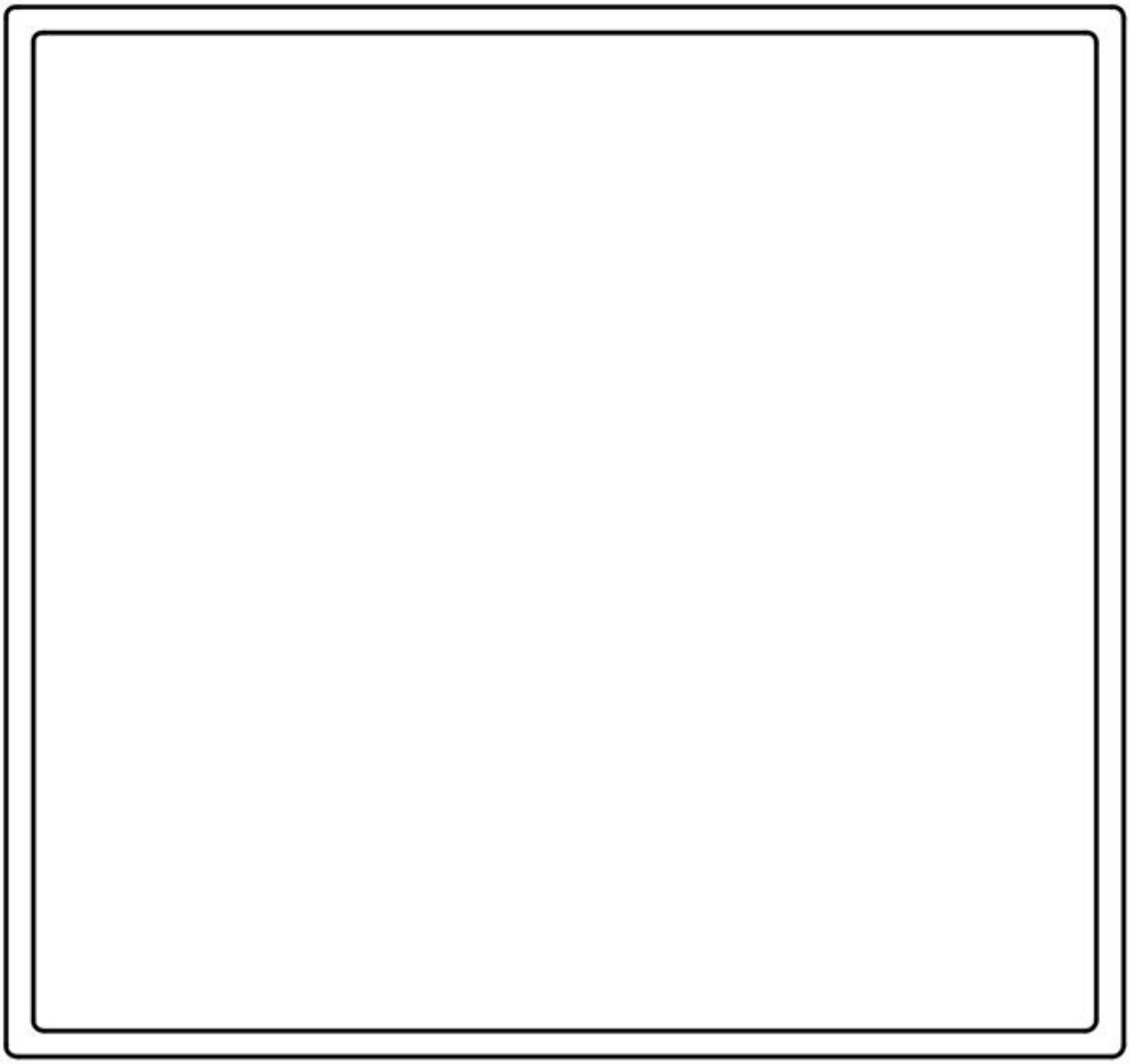

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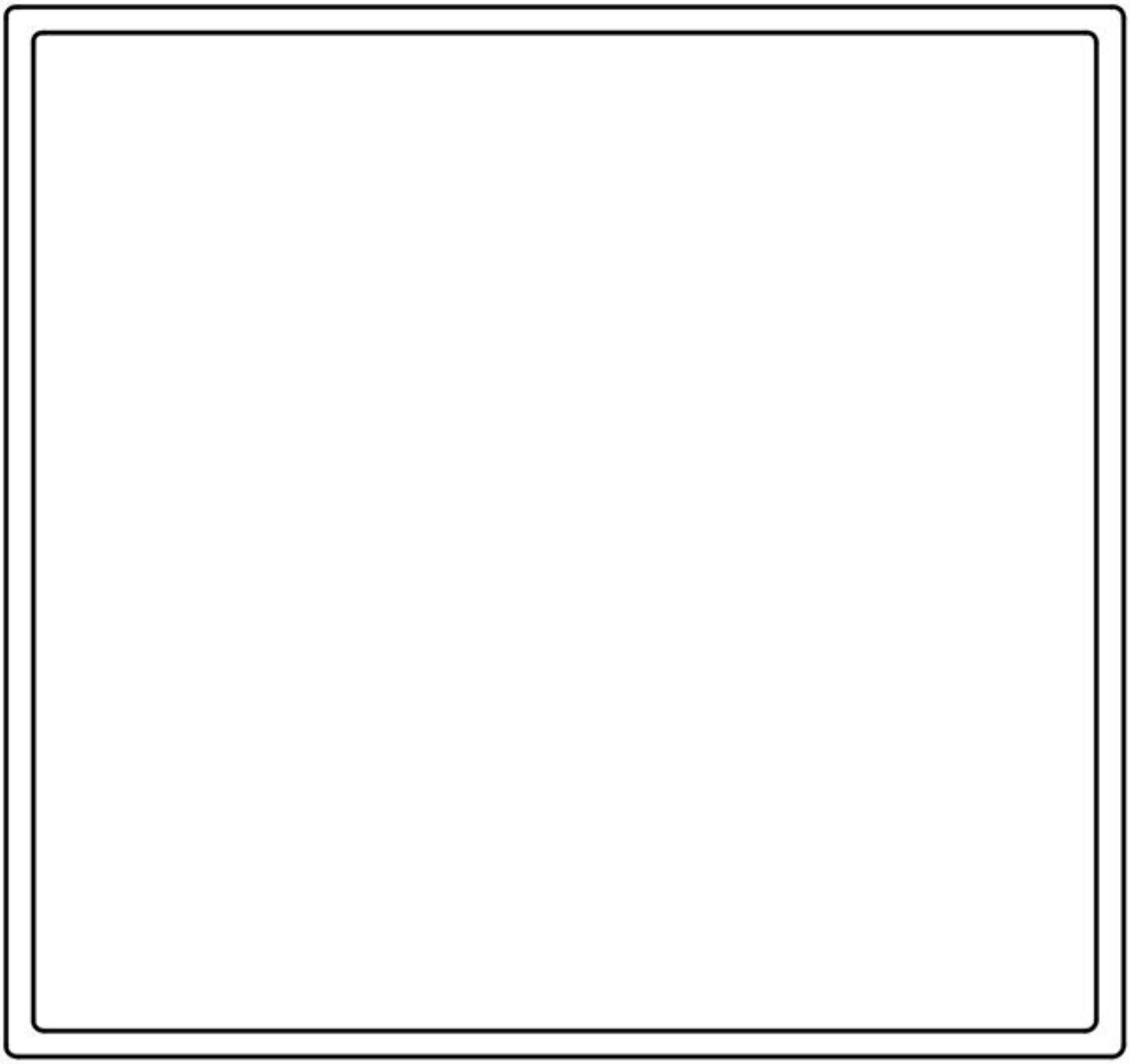

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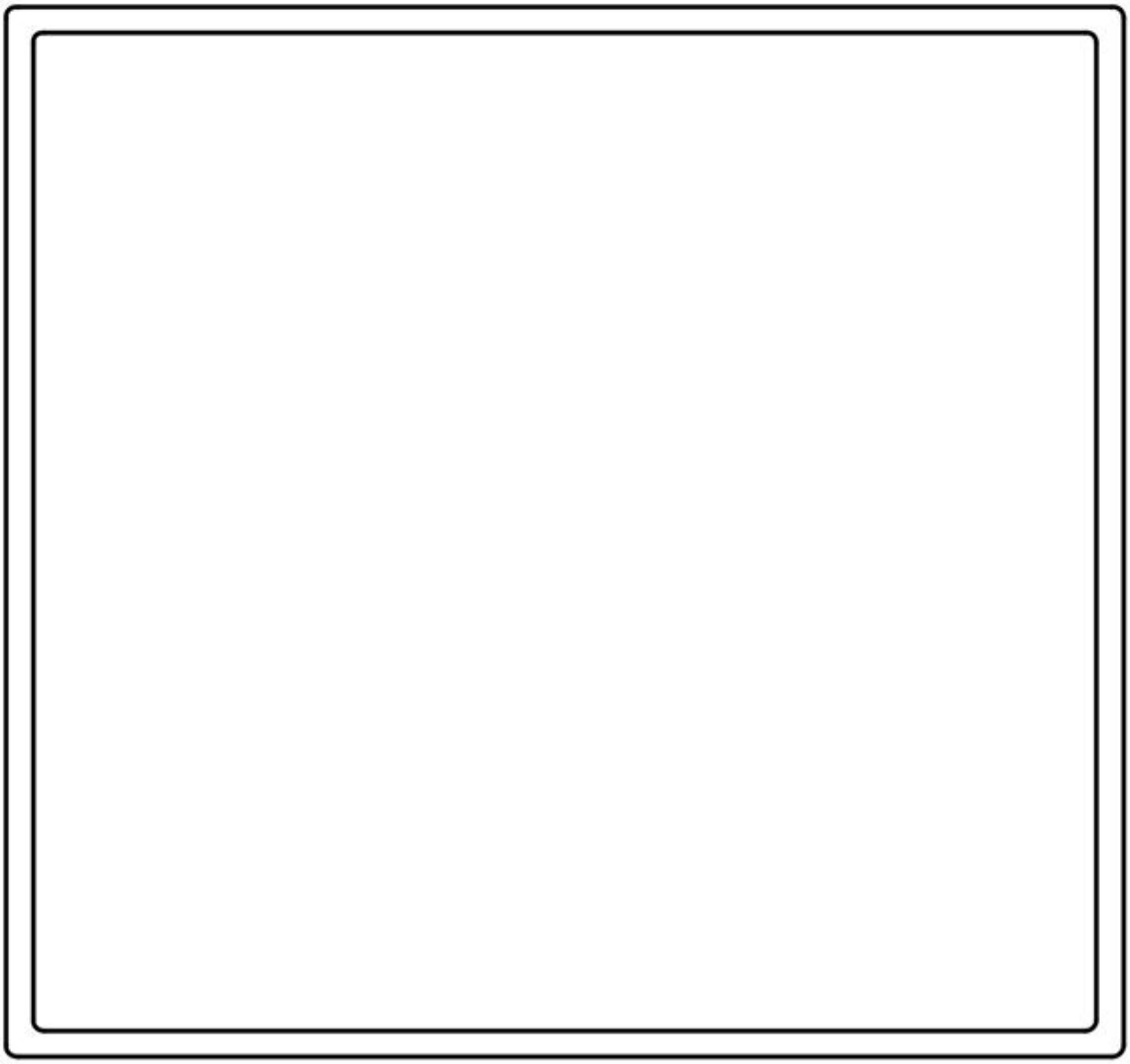

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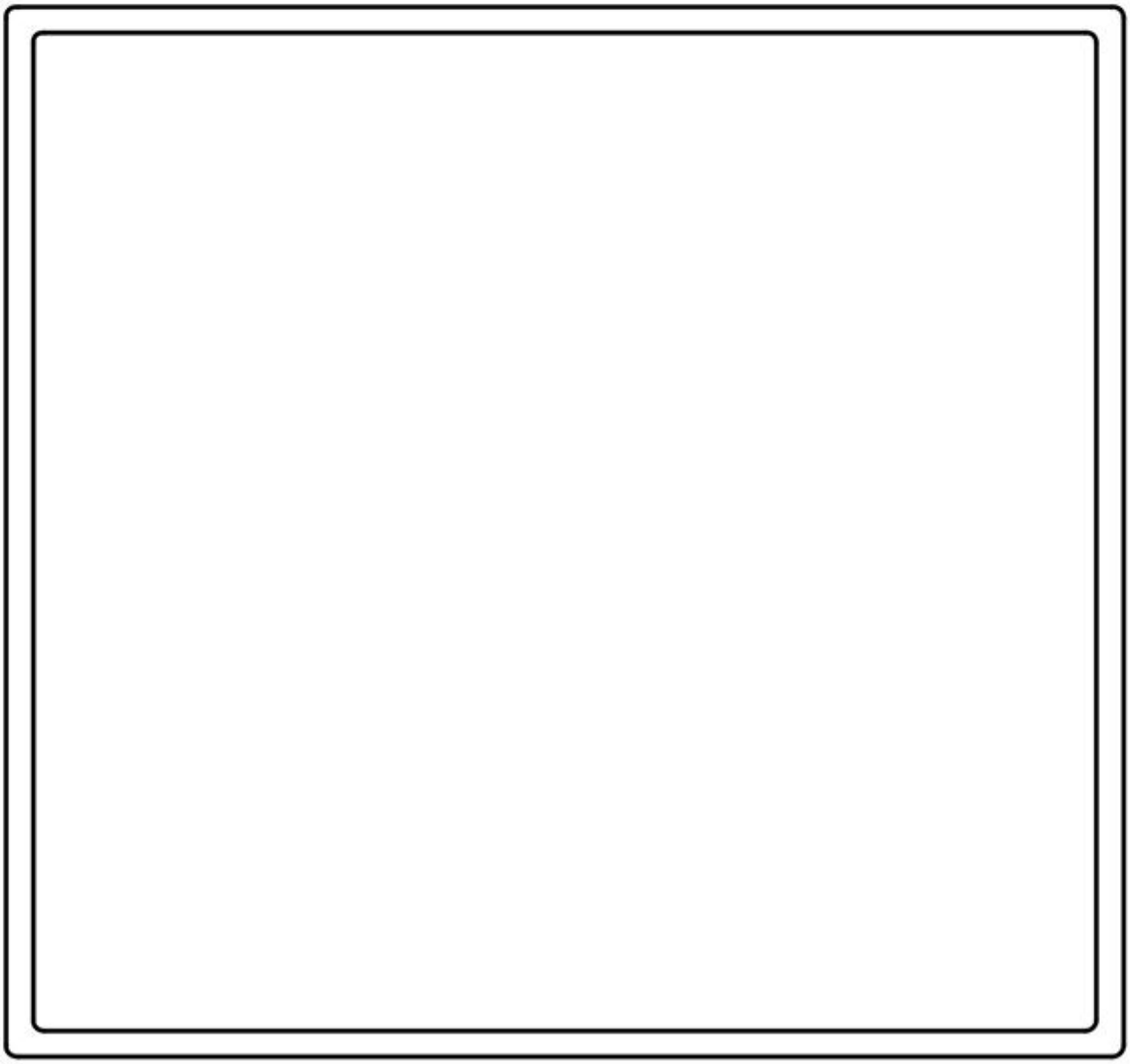

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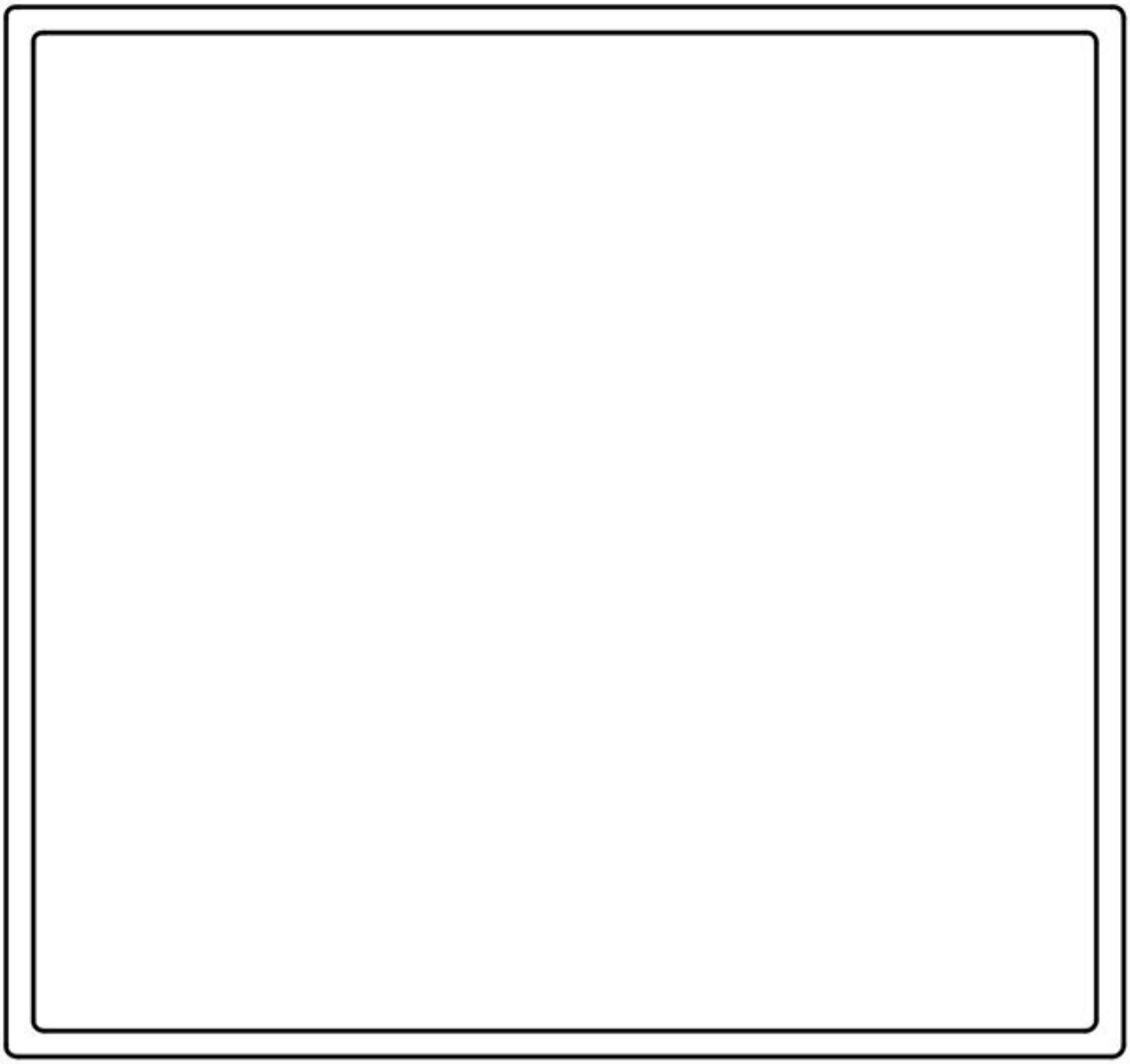

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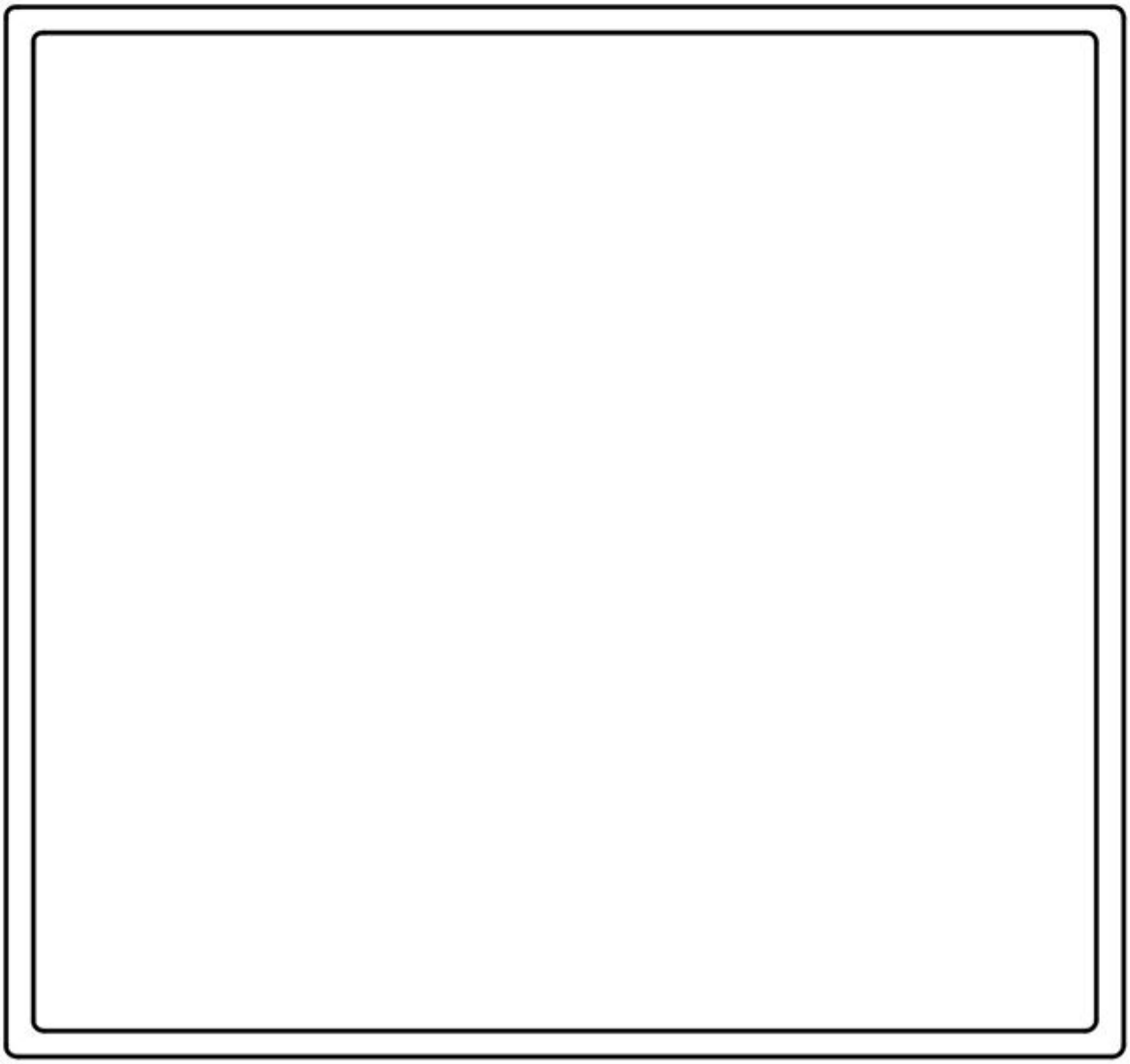

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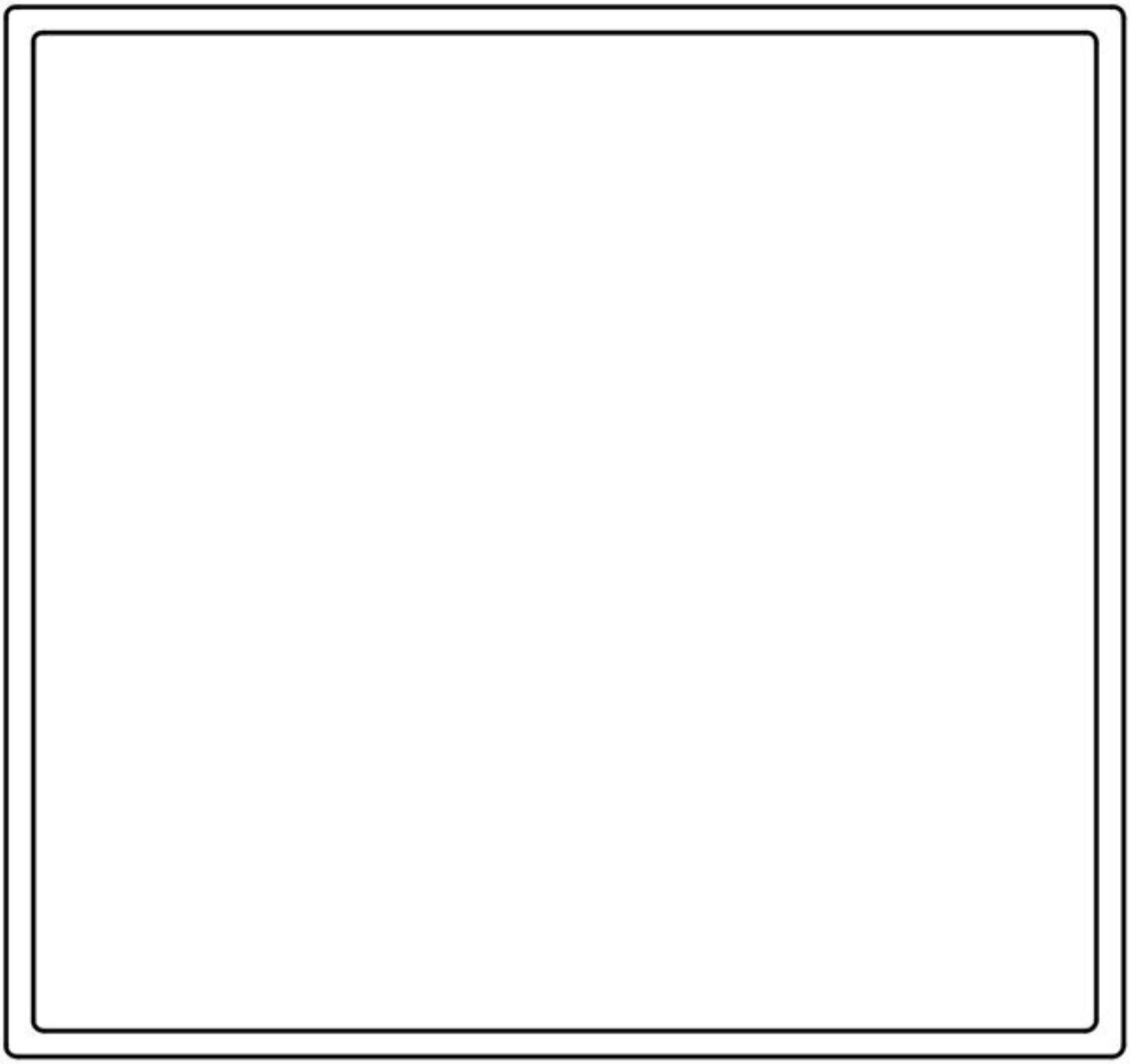


Unit 1 Lesson 12

Events in Play Lab

Resources

Great

Good

Okay

Bad

Sad

Angry

Frustrated

Confused

Main Activity Notes

Teachers play a vital role in computer science education and supporting a collaborative and vibrant classroom environment. During online activities, the role of the teacher is primarily one of encouragement and support. Online lessons are meant to be student-centered, so teachers should avoid stepping in when students get stuck. Some ideas on how to do this are:

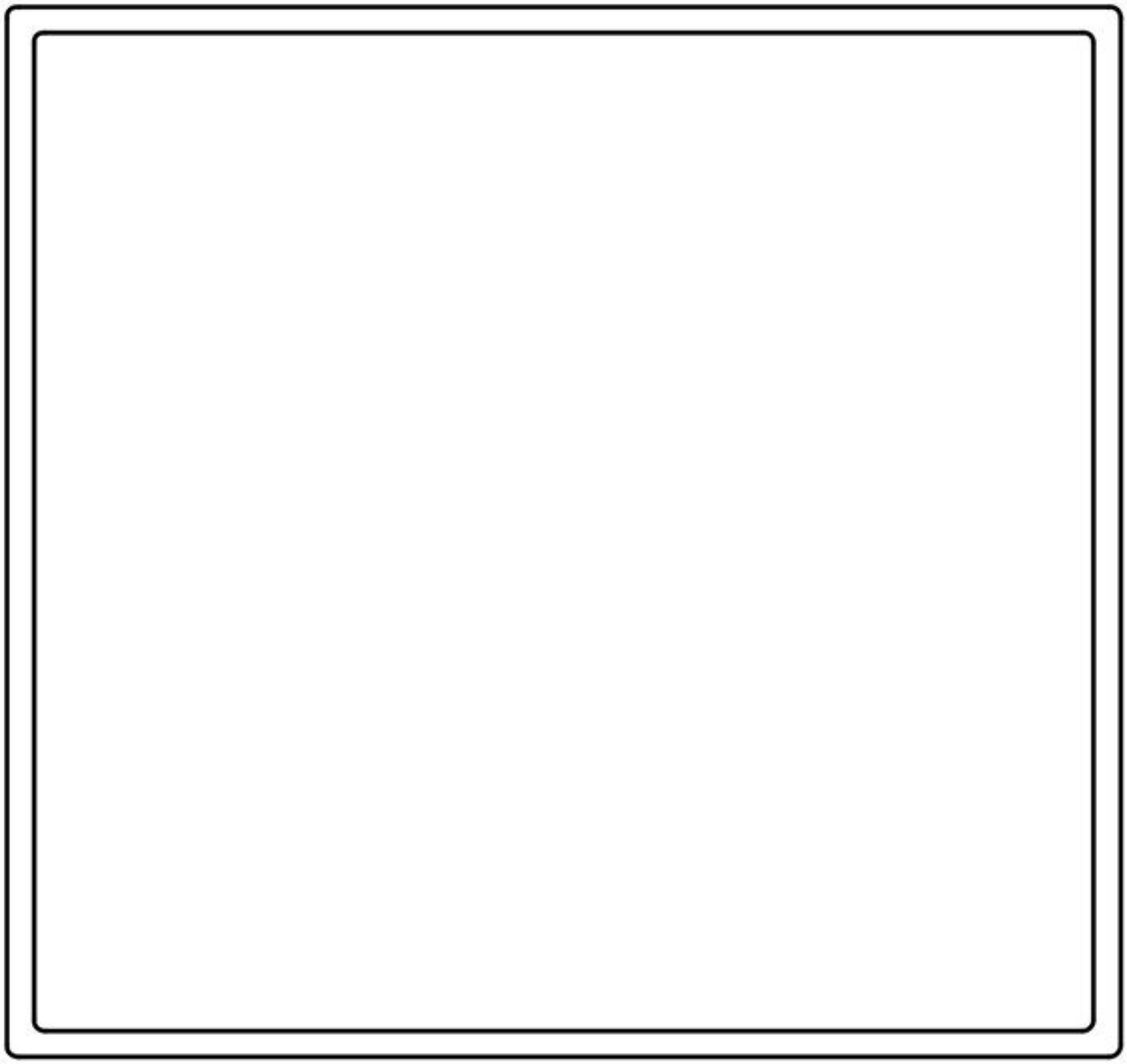
- Utilize pair programming whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
    - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before you approach.
- Have students describe the problem that they're seeing. What is it supposed to do? What does it do? What does that tell you?
- Remind frustrated students that frustration is a step on the path to learning, and that persistence will pay off.
- If a student is still stuck after all of this, ask leading questions to get the student to spot an error on their own.

Teacher Tip:

Show the students the ***right*** way to help classmates:

- Don't sit in the classmate's chair
- Don't use the classmate's keyboard
- Don't touch the classmate's mouse
- Make sure the classmate can describe the solution to you out loud before you walk away

This Journal Belongs To



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My Think Spot Journal

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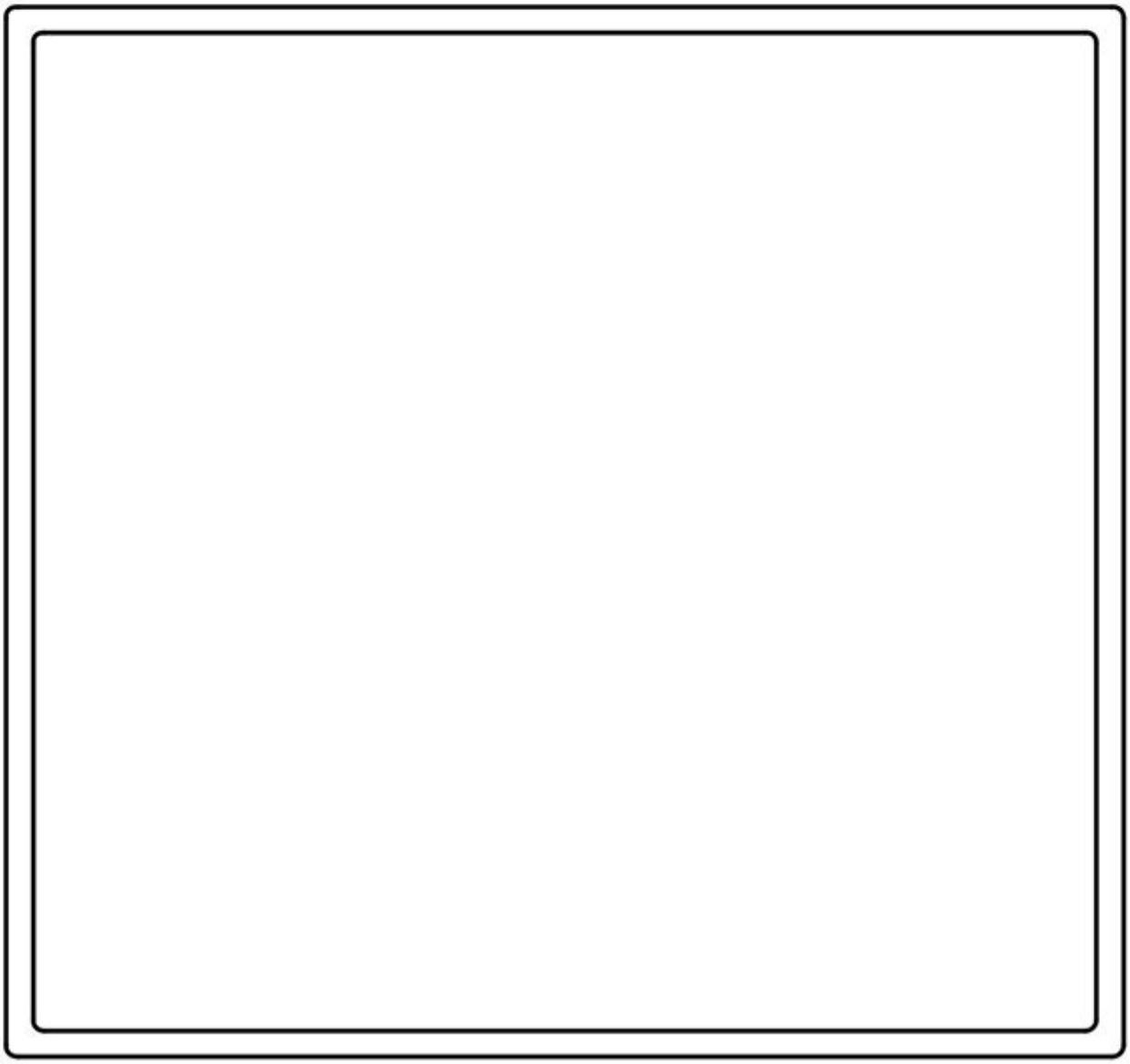

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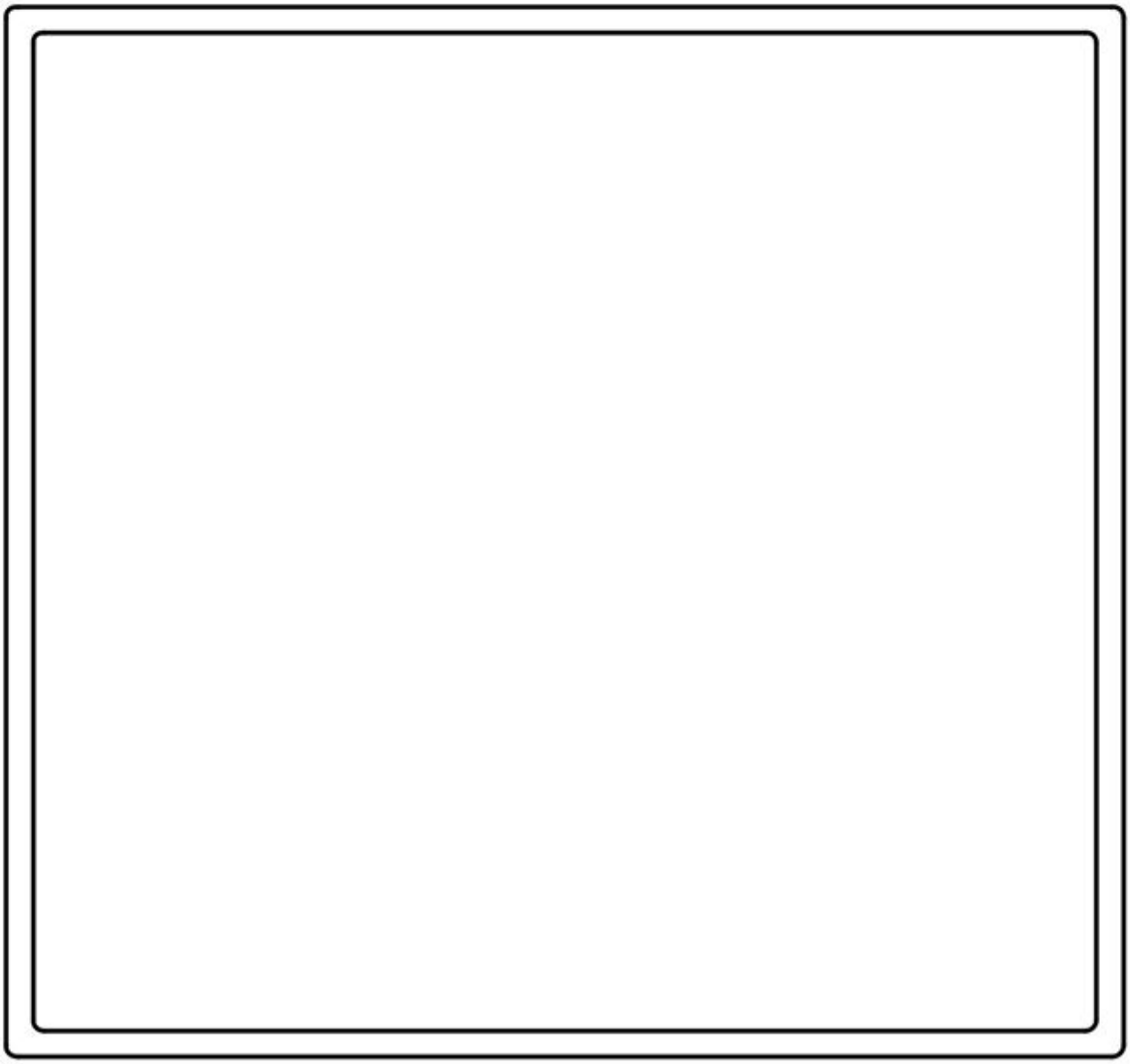

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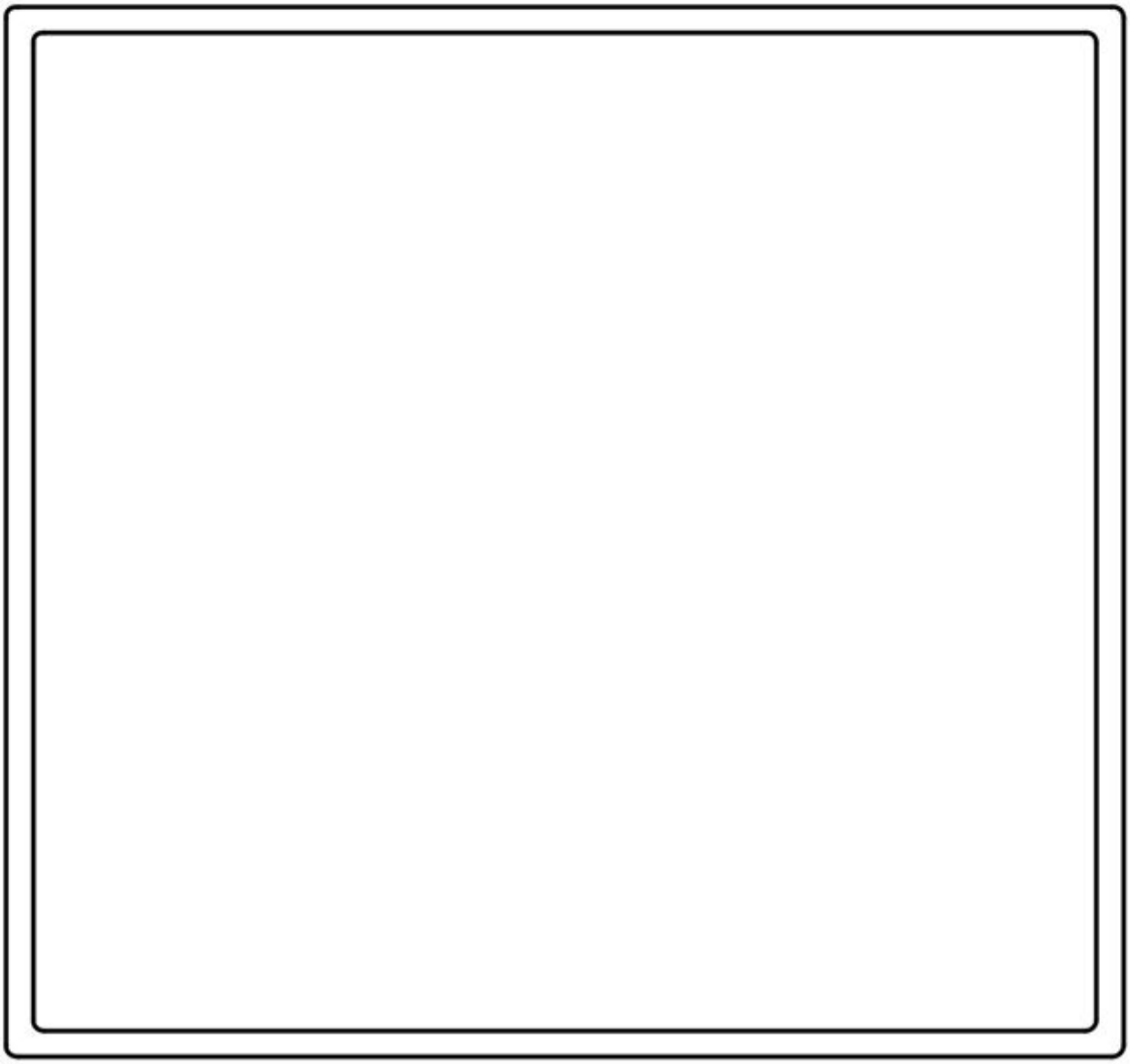

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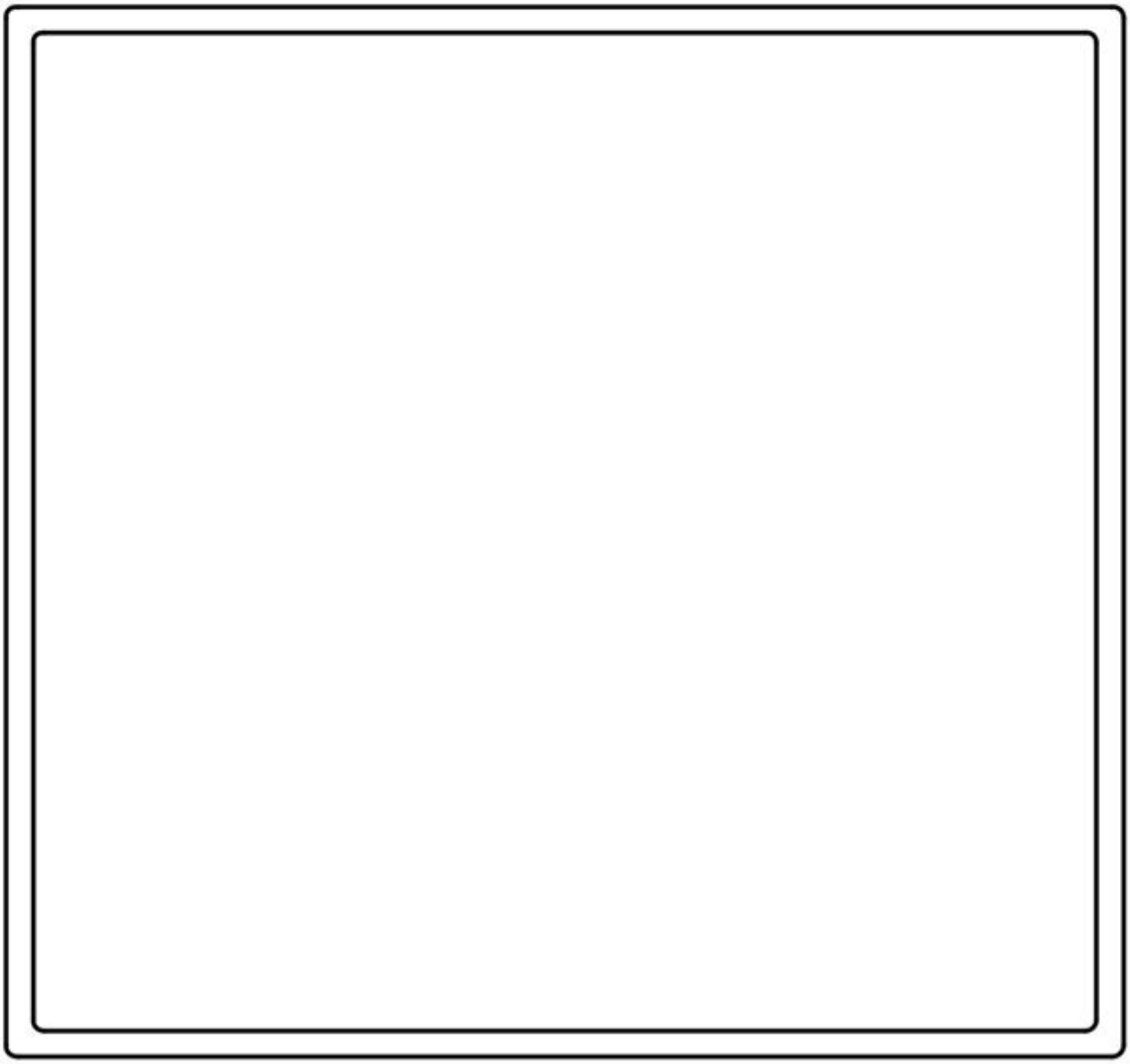

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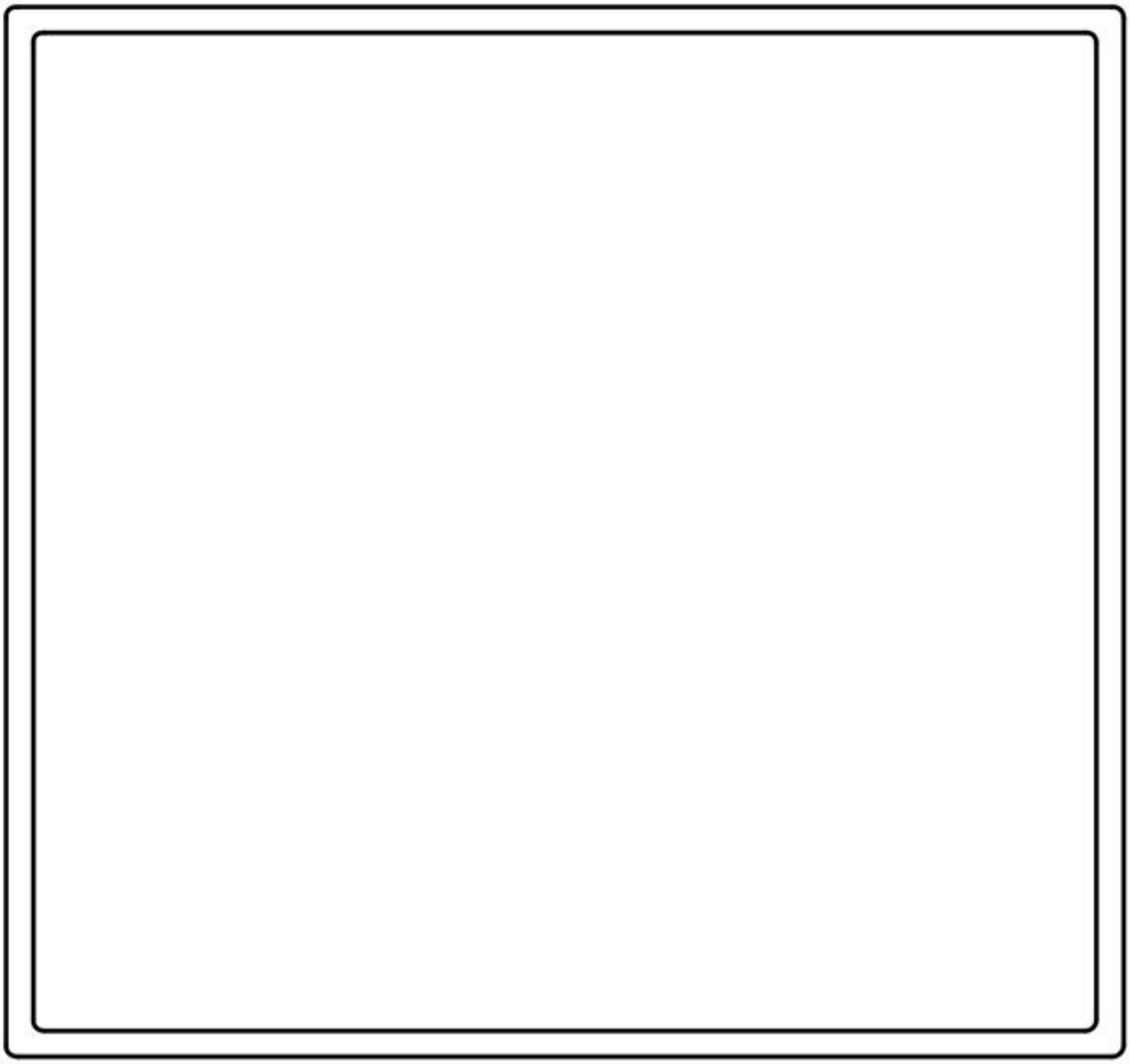

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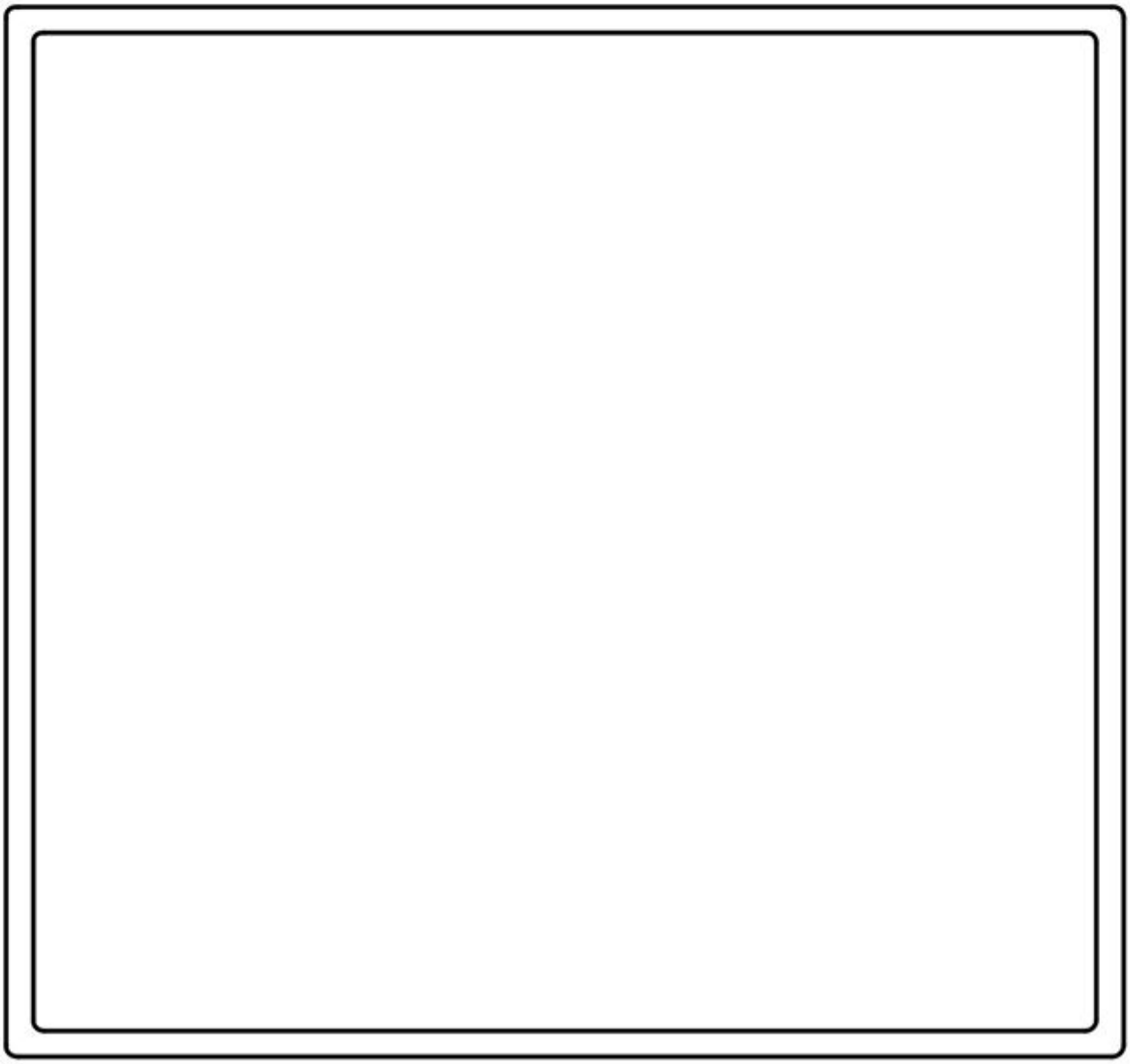

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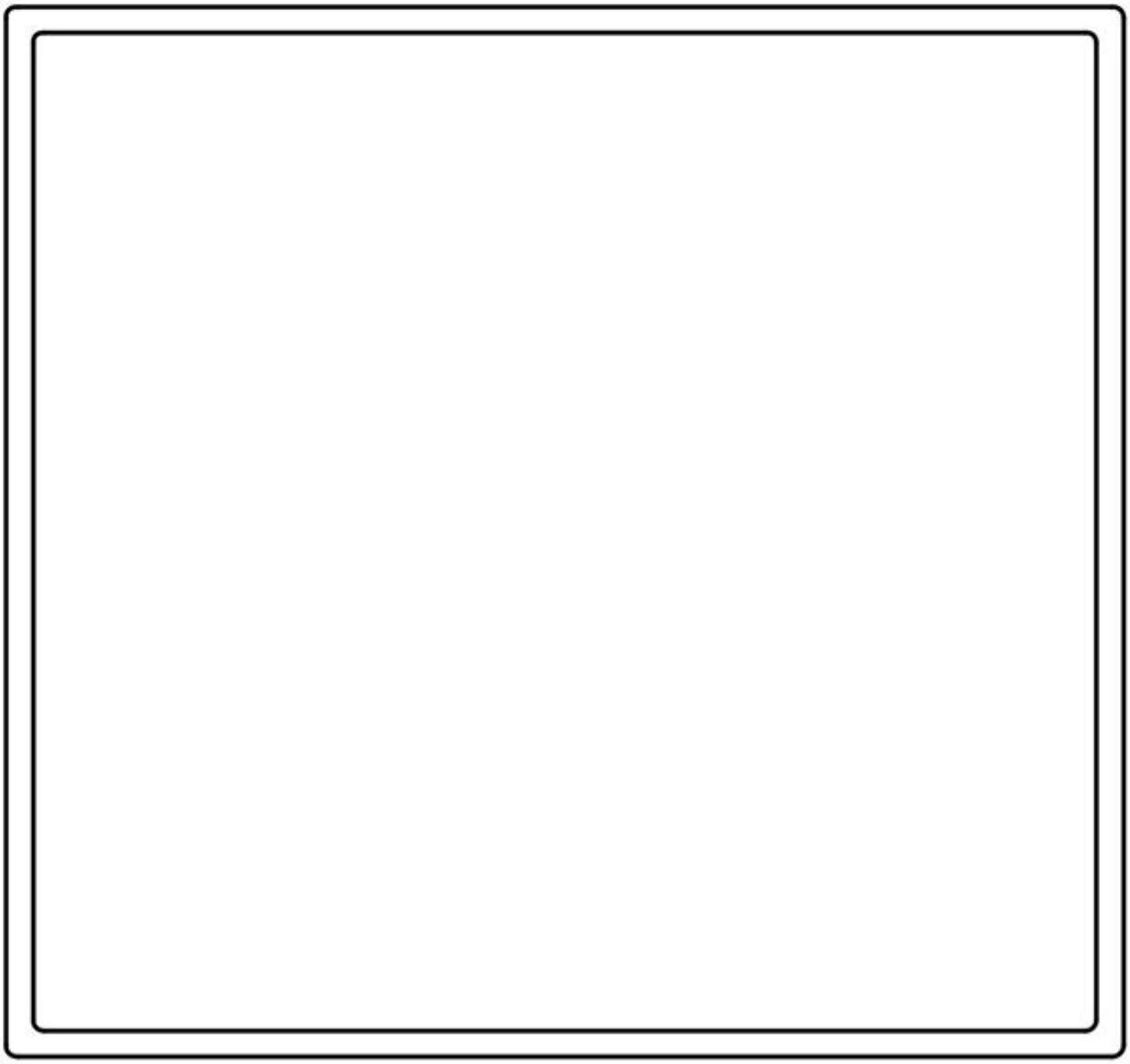

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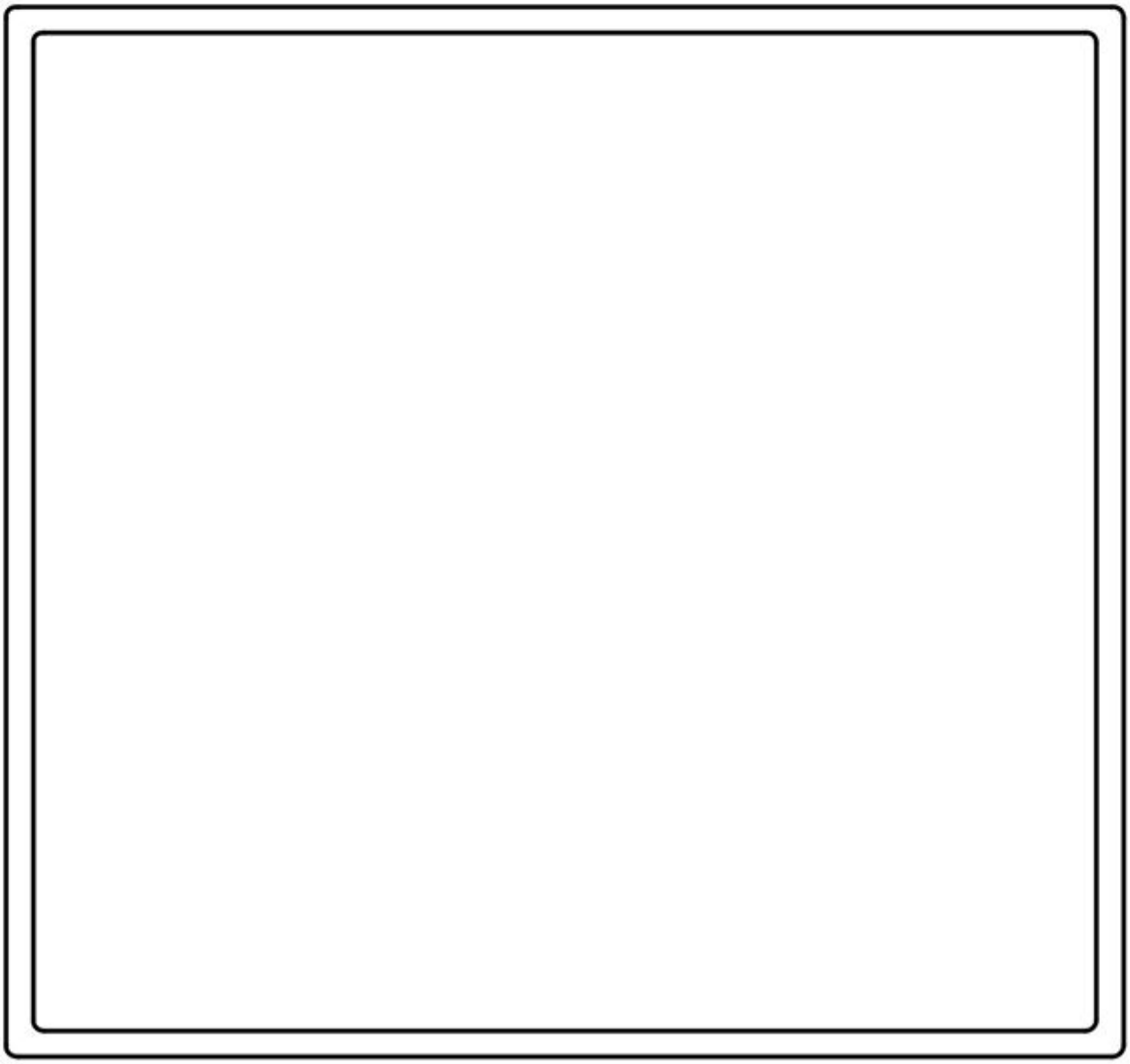
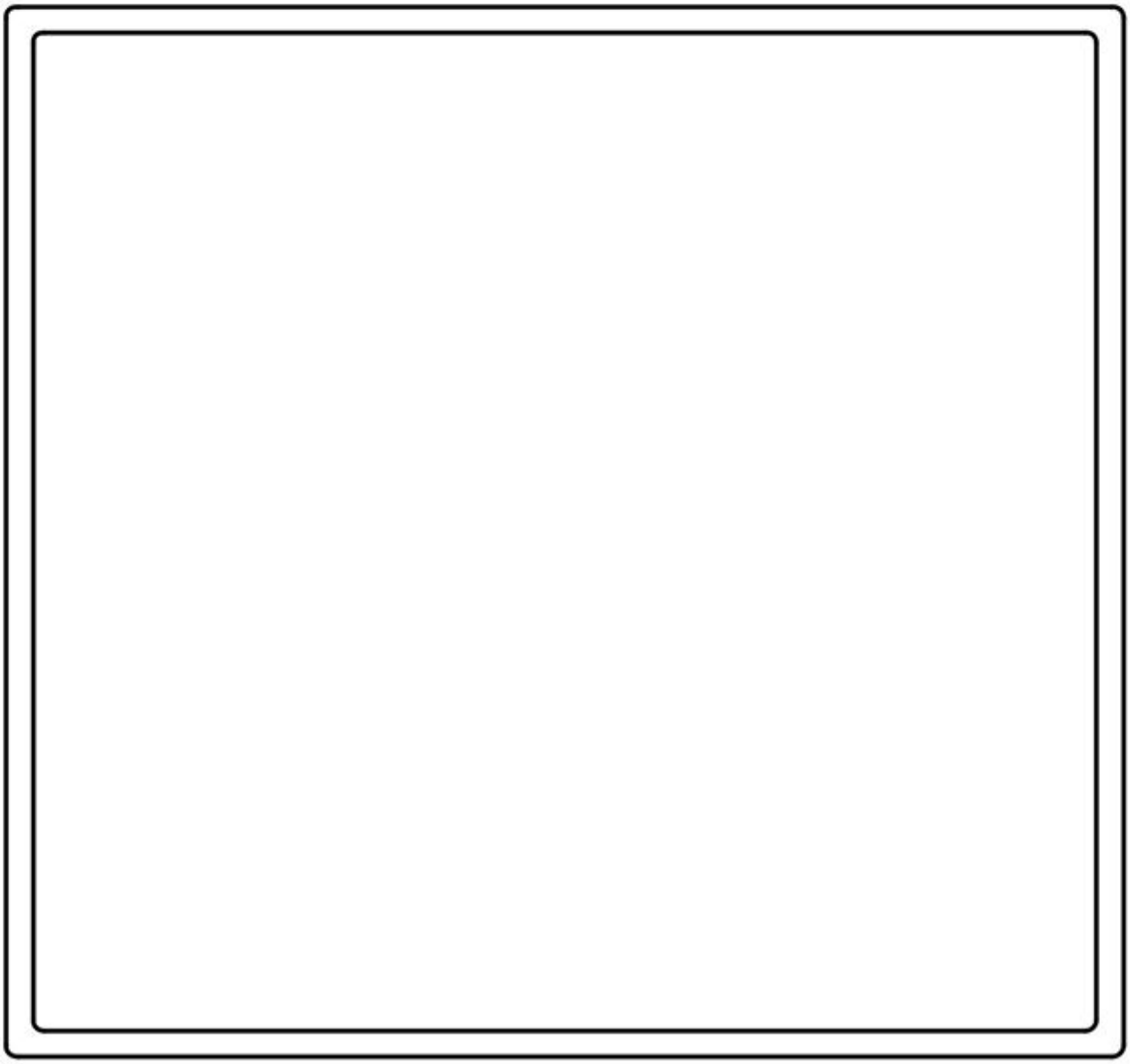
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