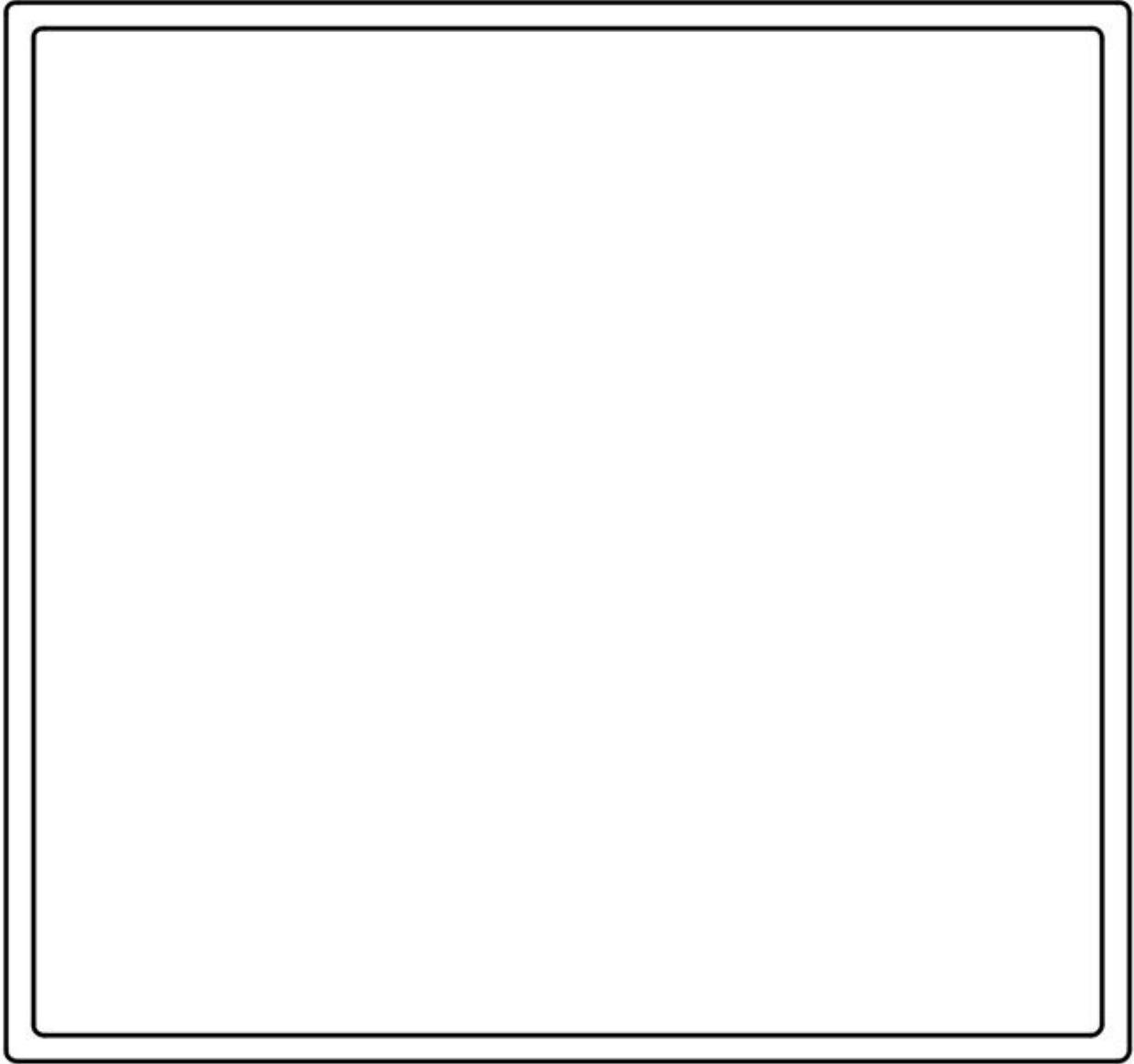


Unit 8 Lesson 1

Debugging: Unspotted Bugs

Resources

This Journal Belongs To

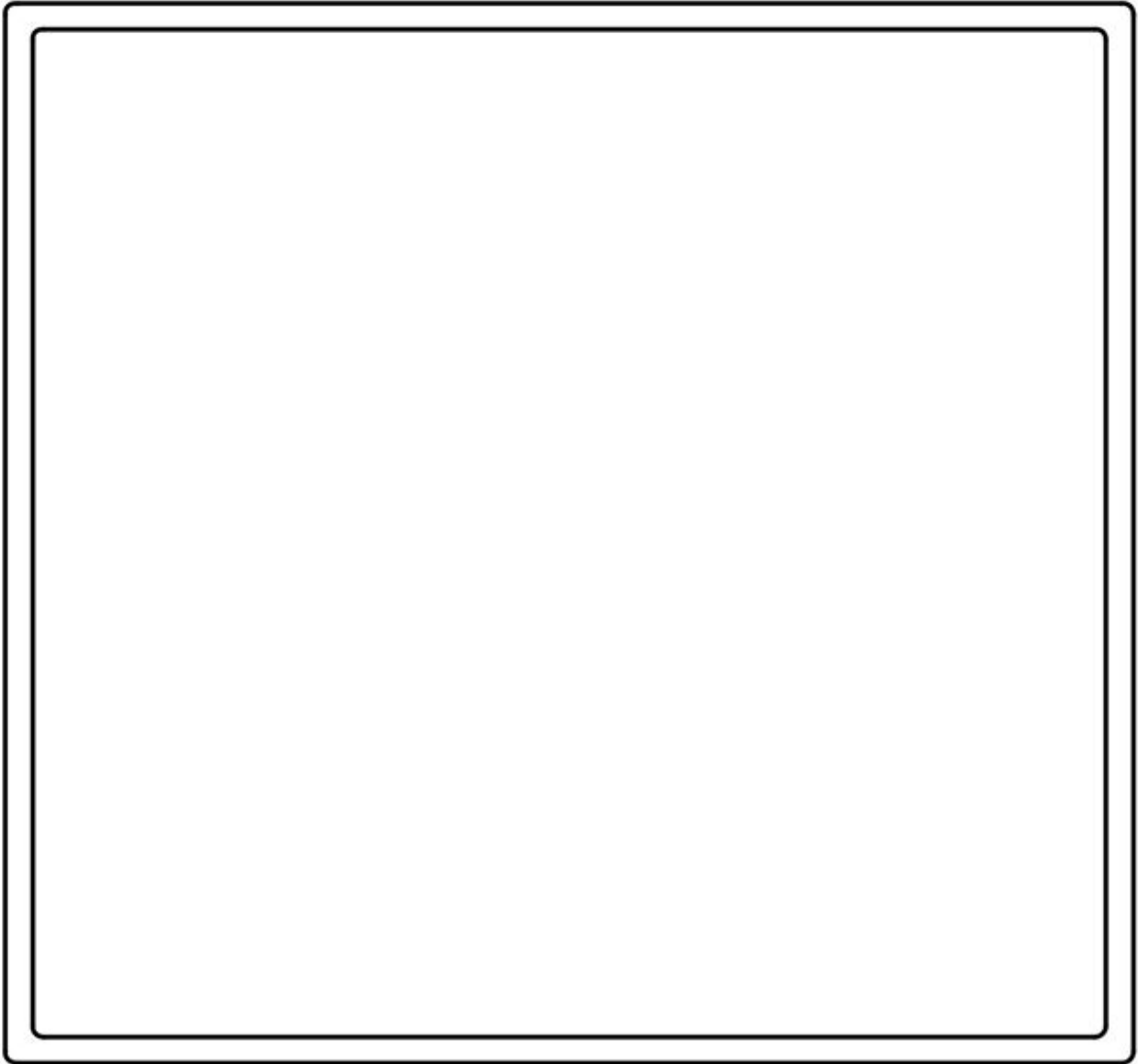


Grade:

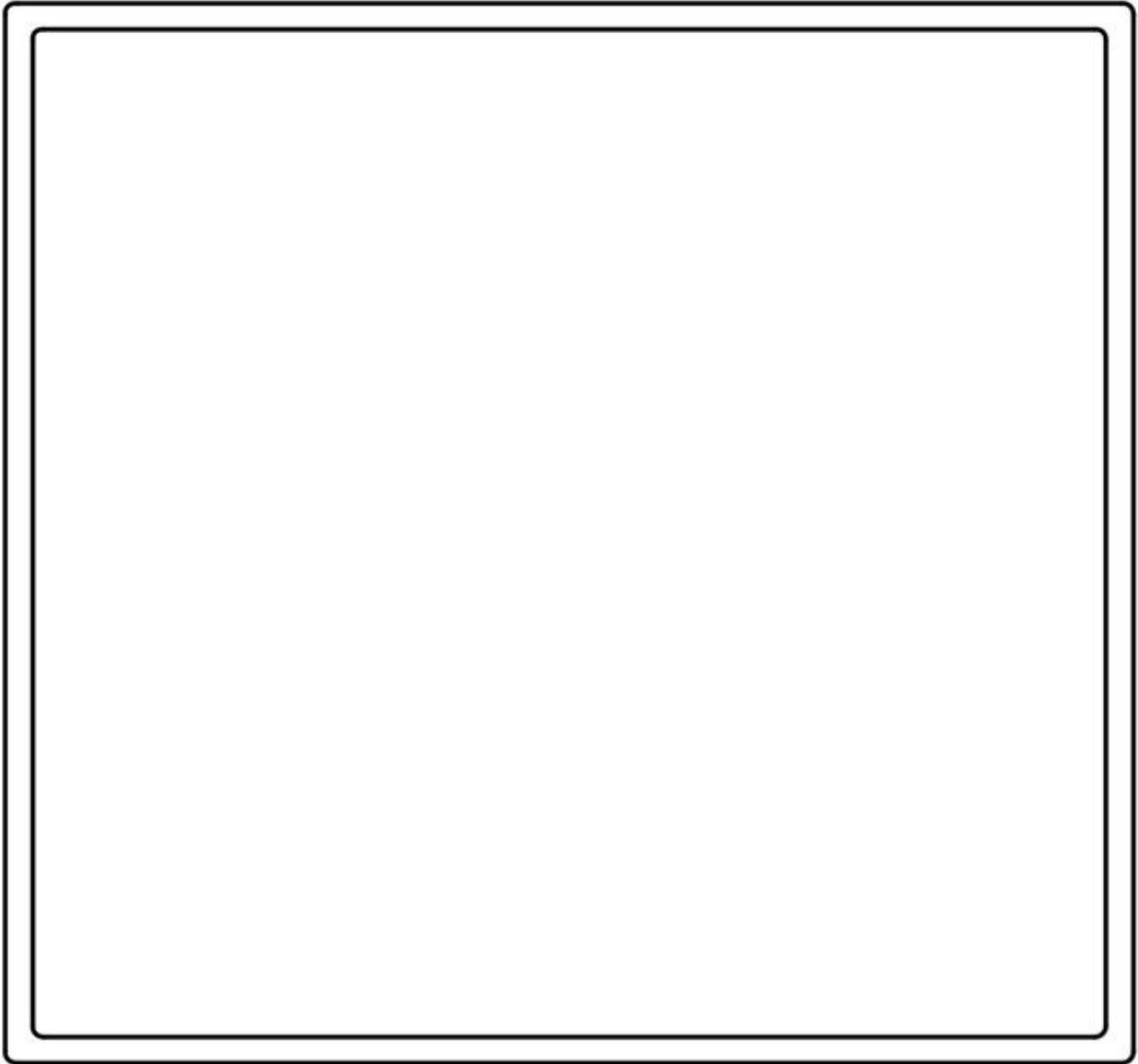
Date:

My Think Spot Journal

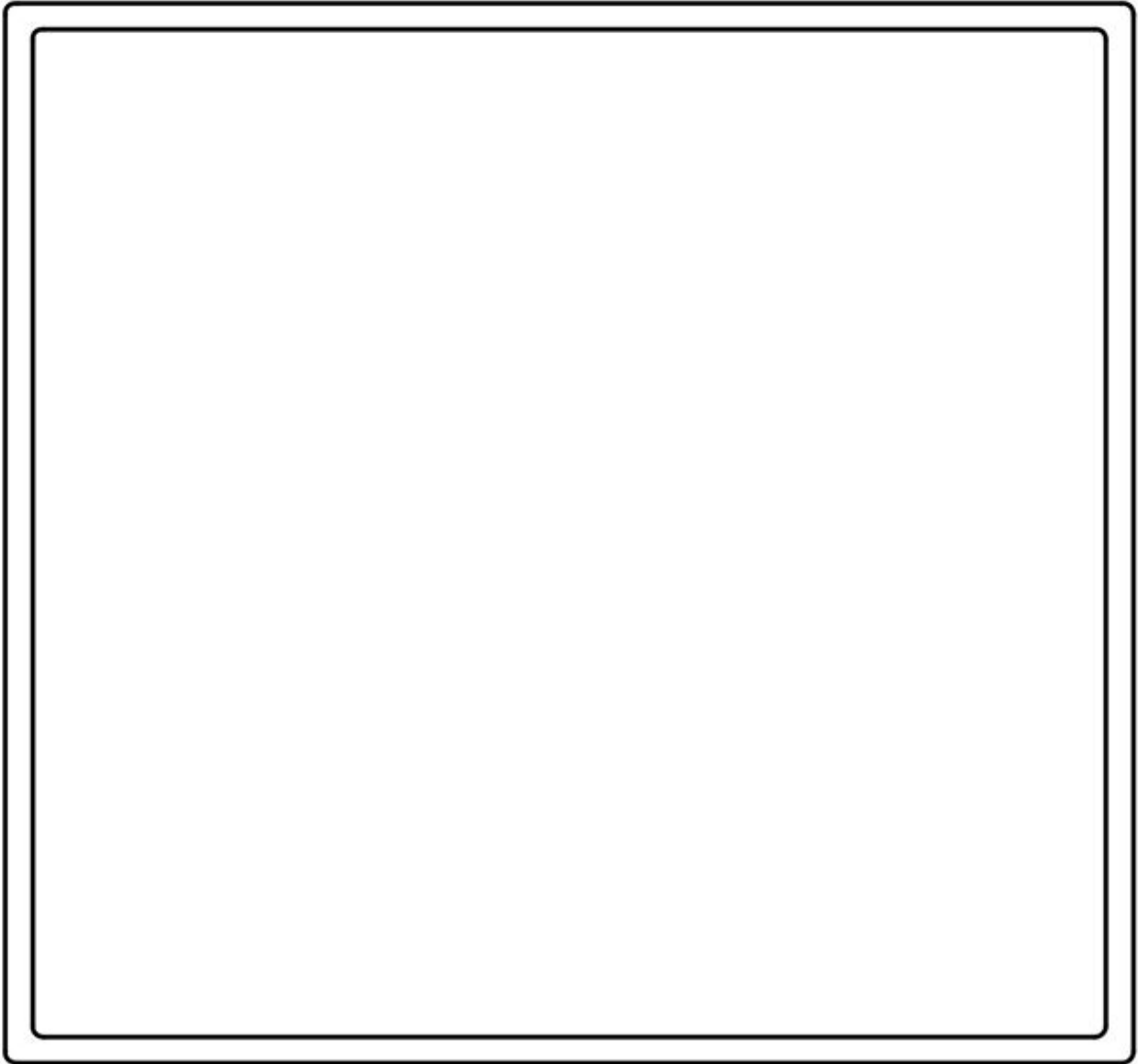
Date:



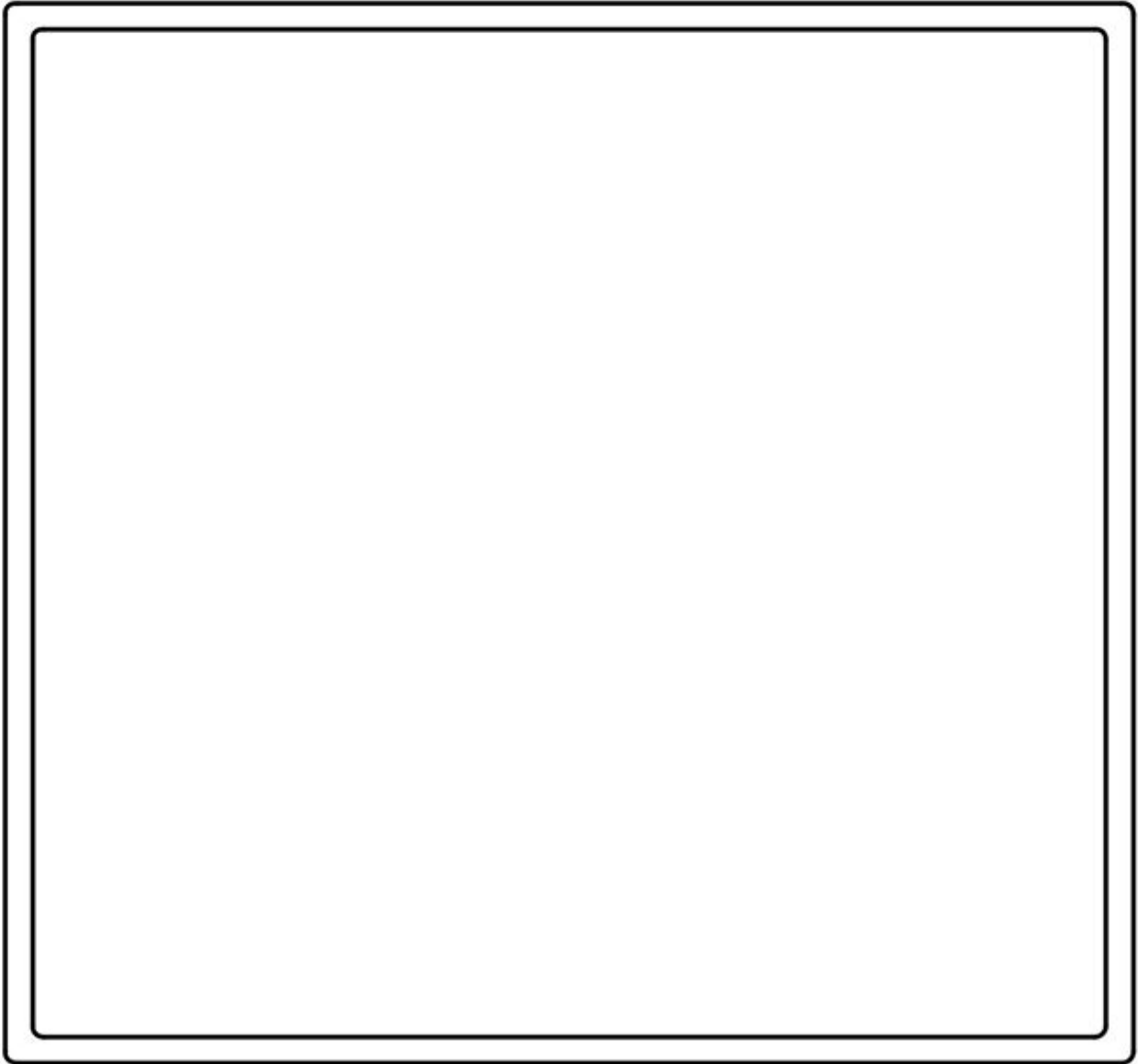
Date:



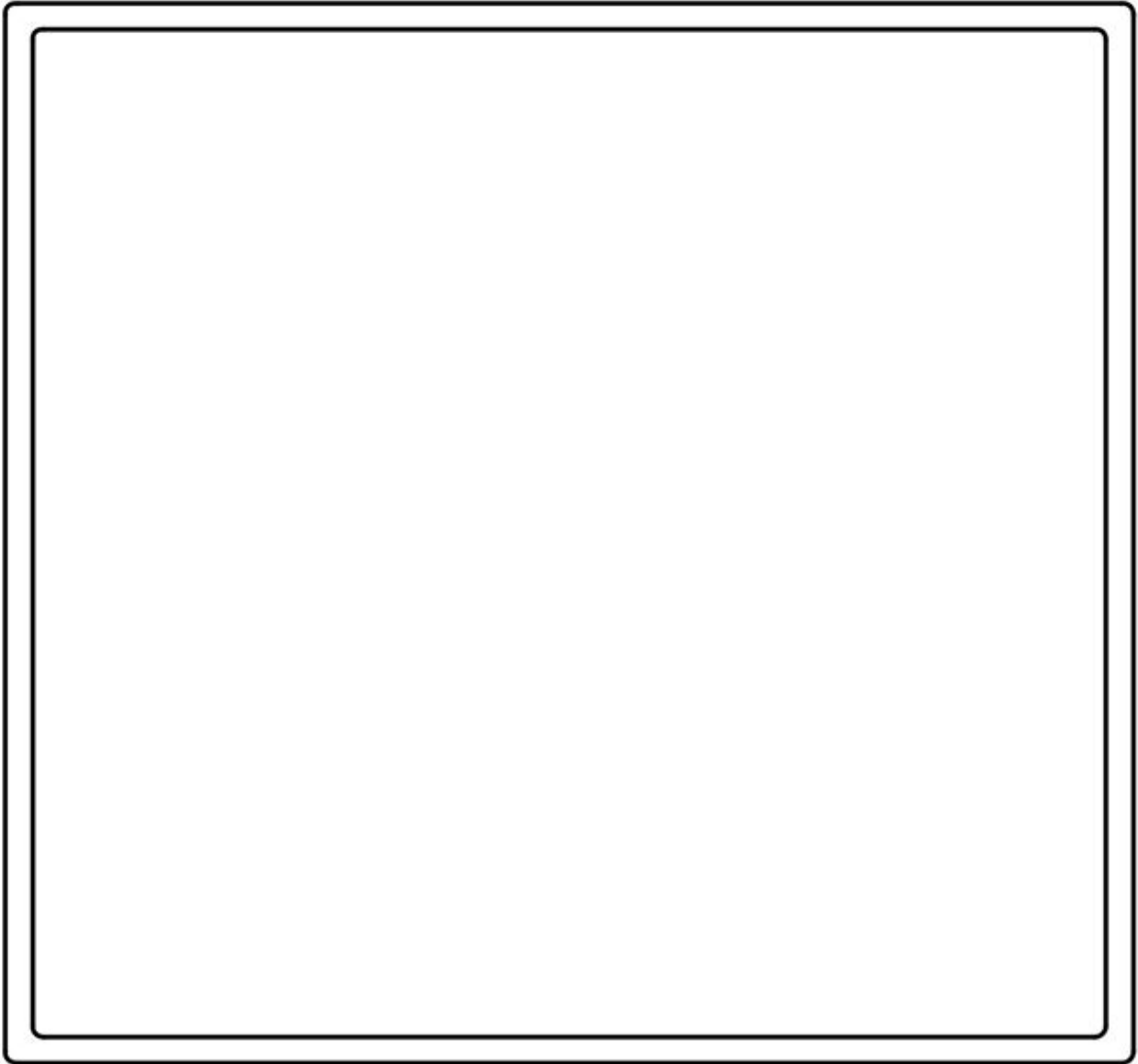
Date:



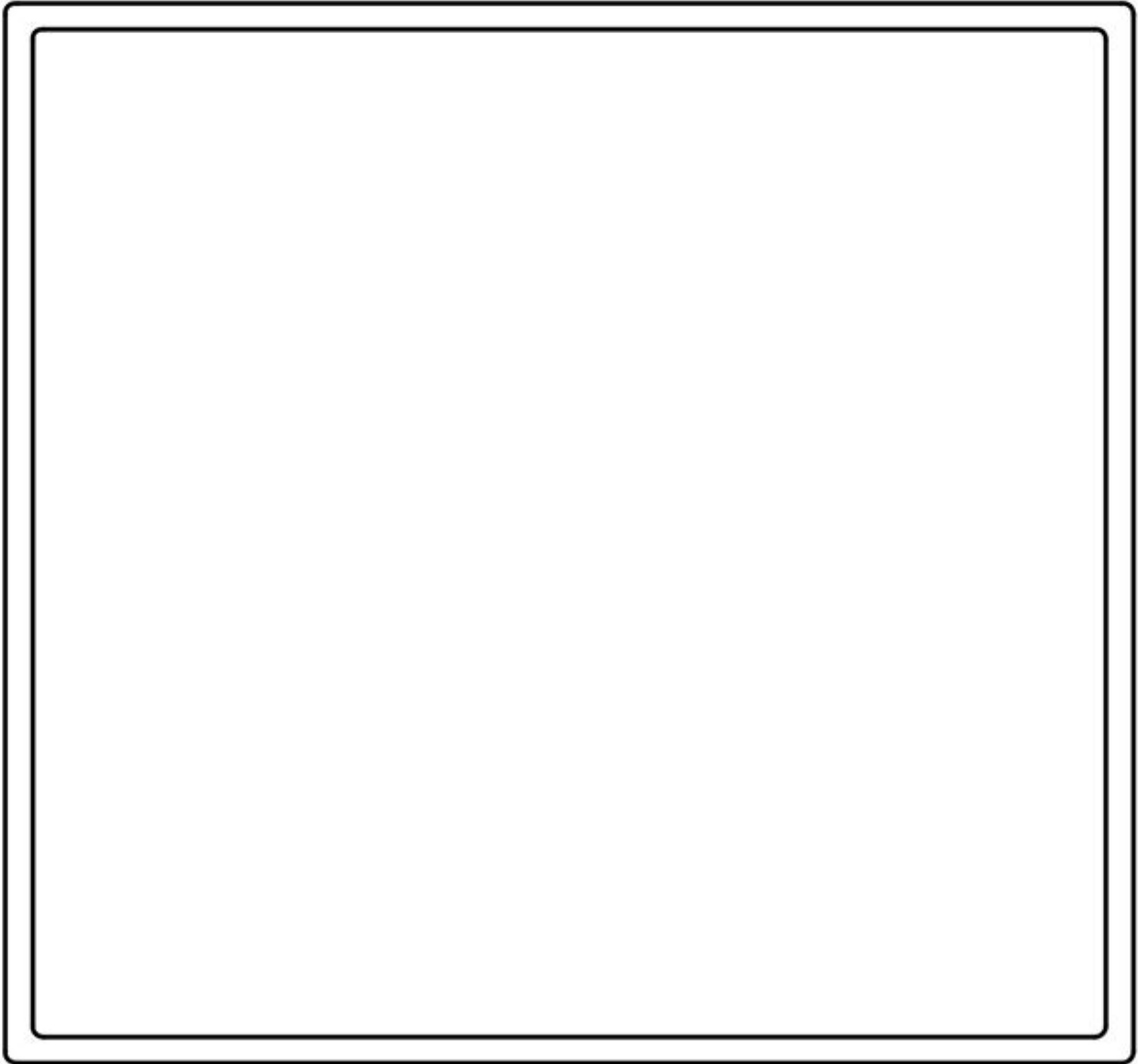
Date:



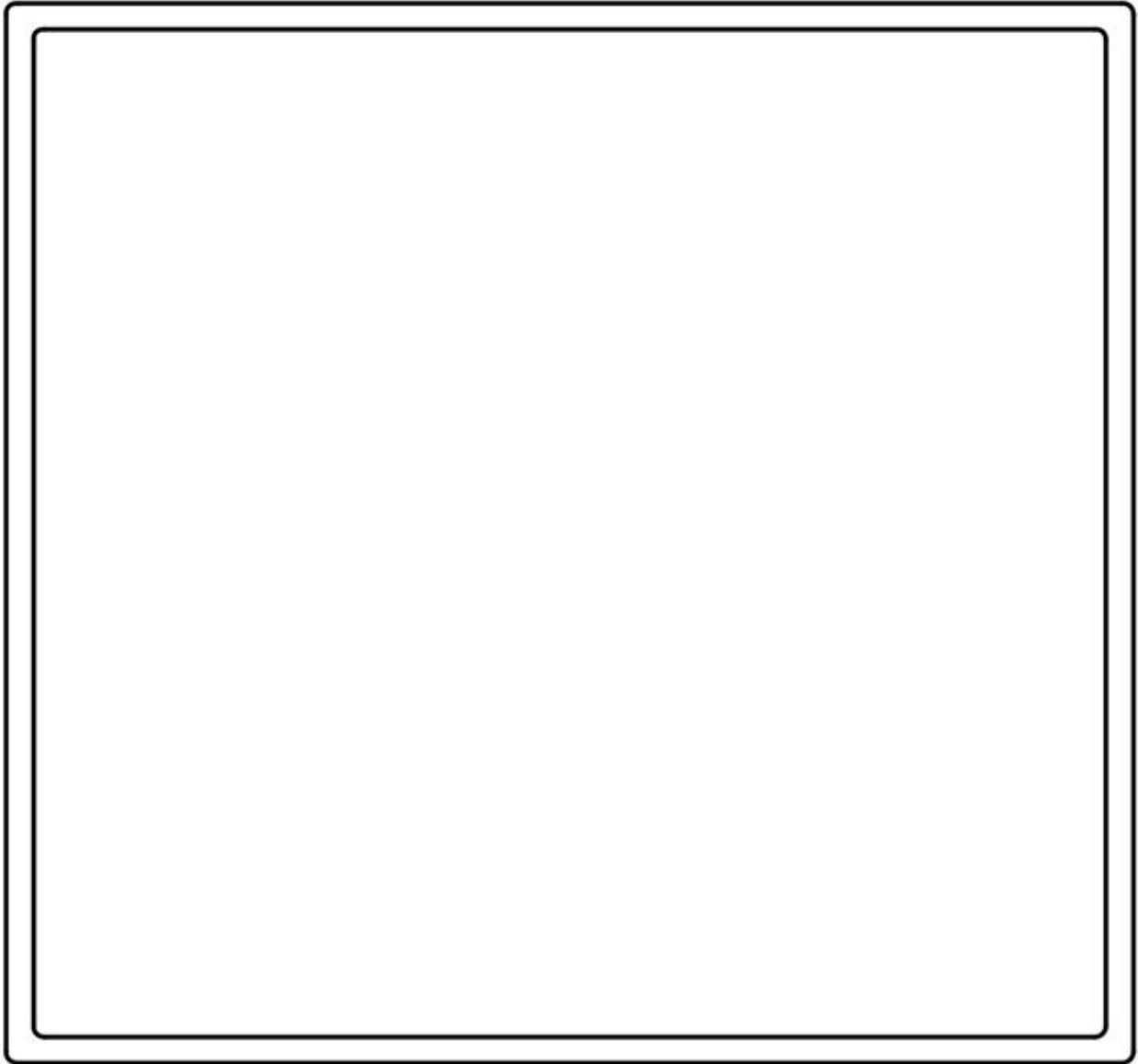
Date:



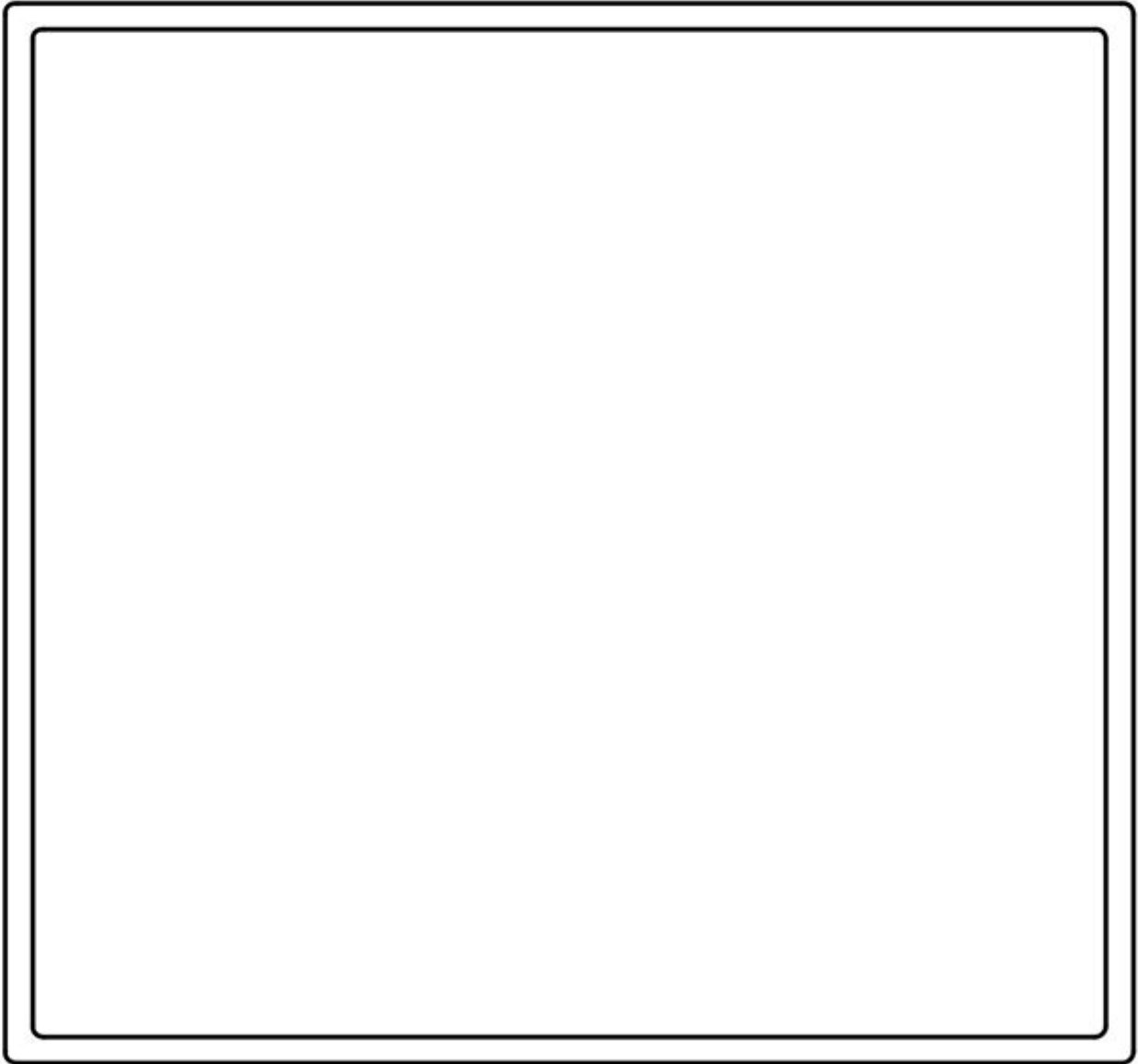
Date:



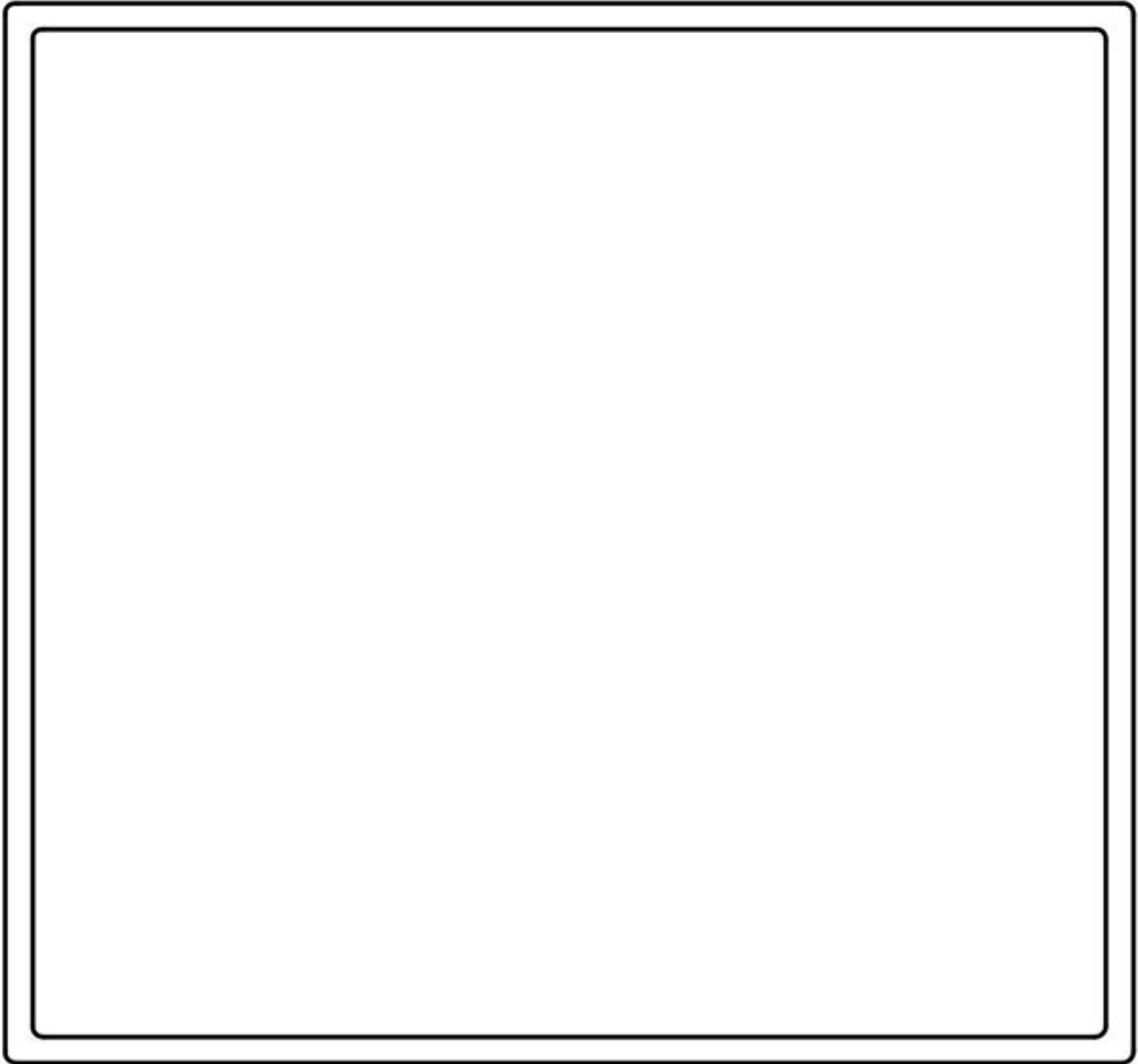
Date:



Date:



Date:

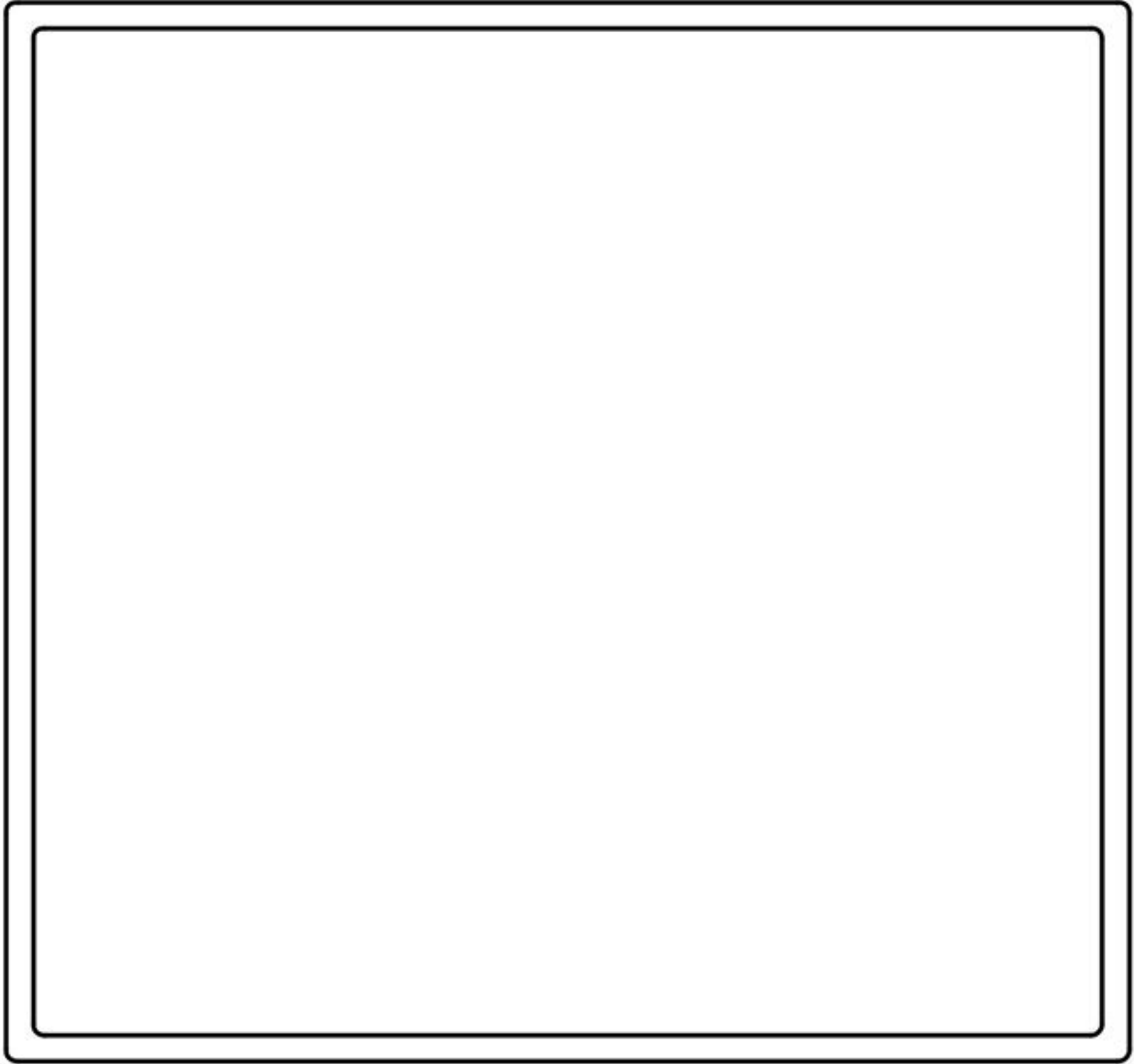


Unit 8 Lesson 2

Persistence & Frustration: Stevie and the Big Project

Resources

This Journal Belongs To



Grade:

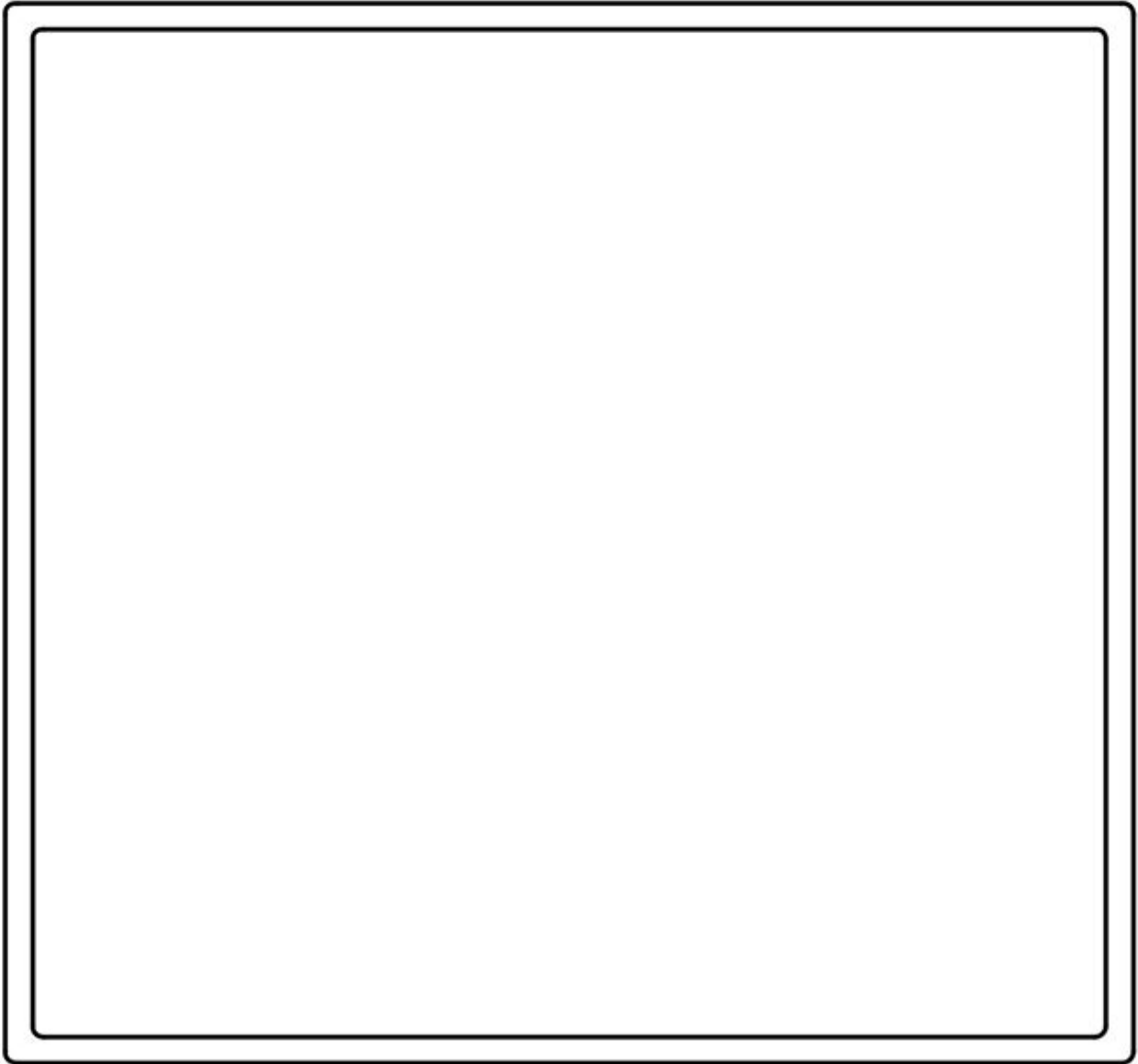
Date:

My Think Spot Journal

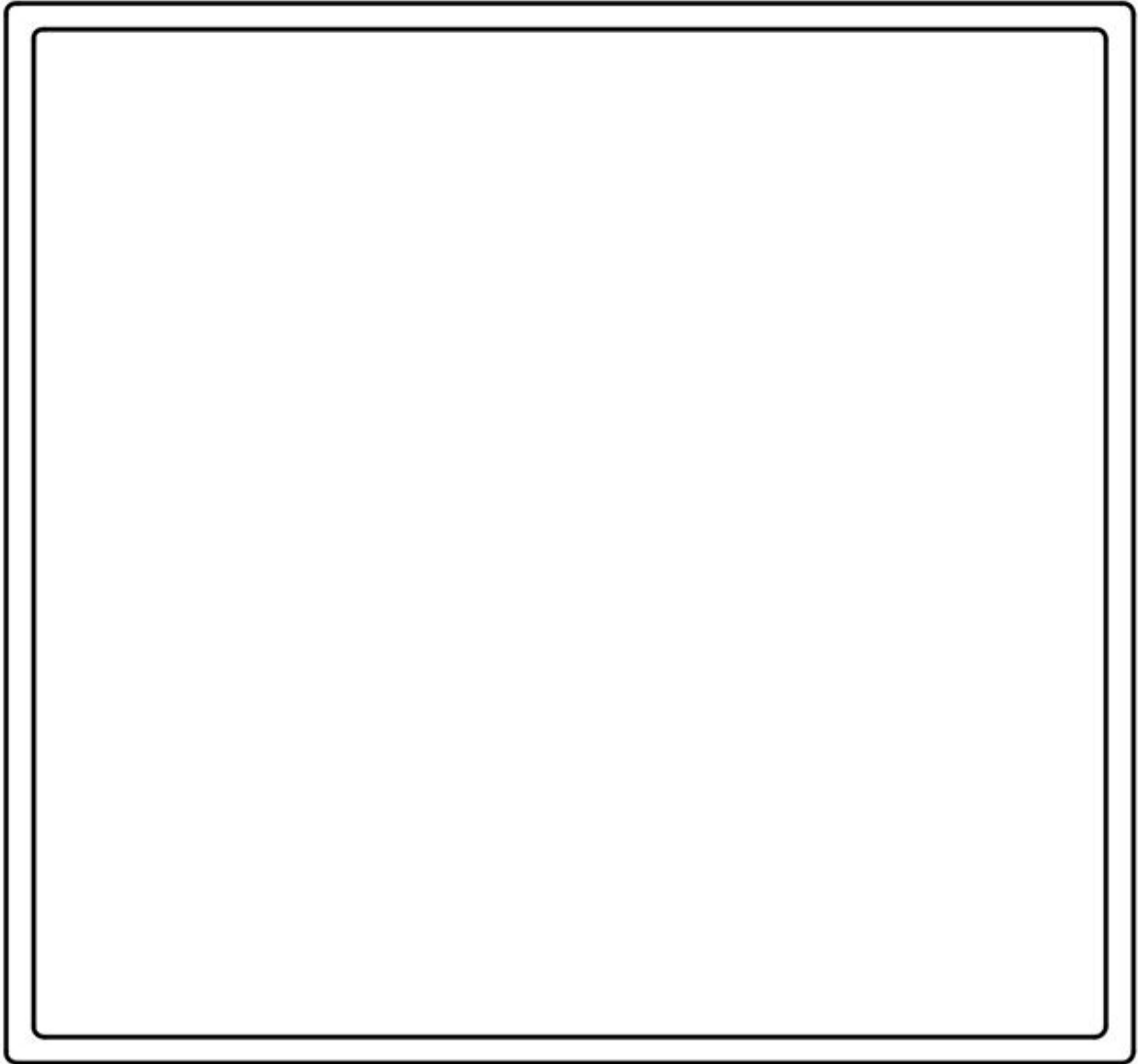
Date:



Date:



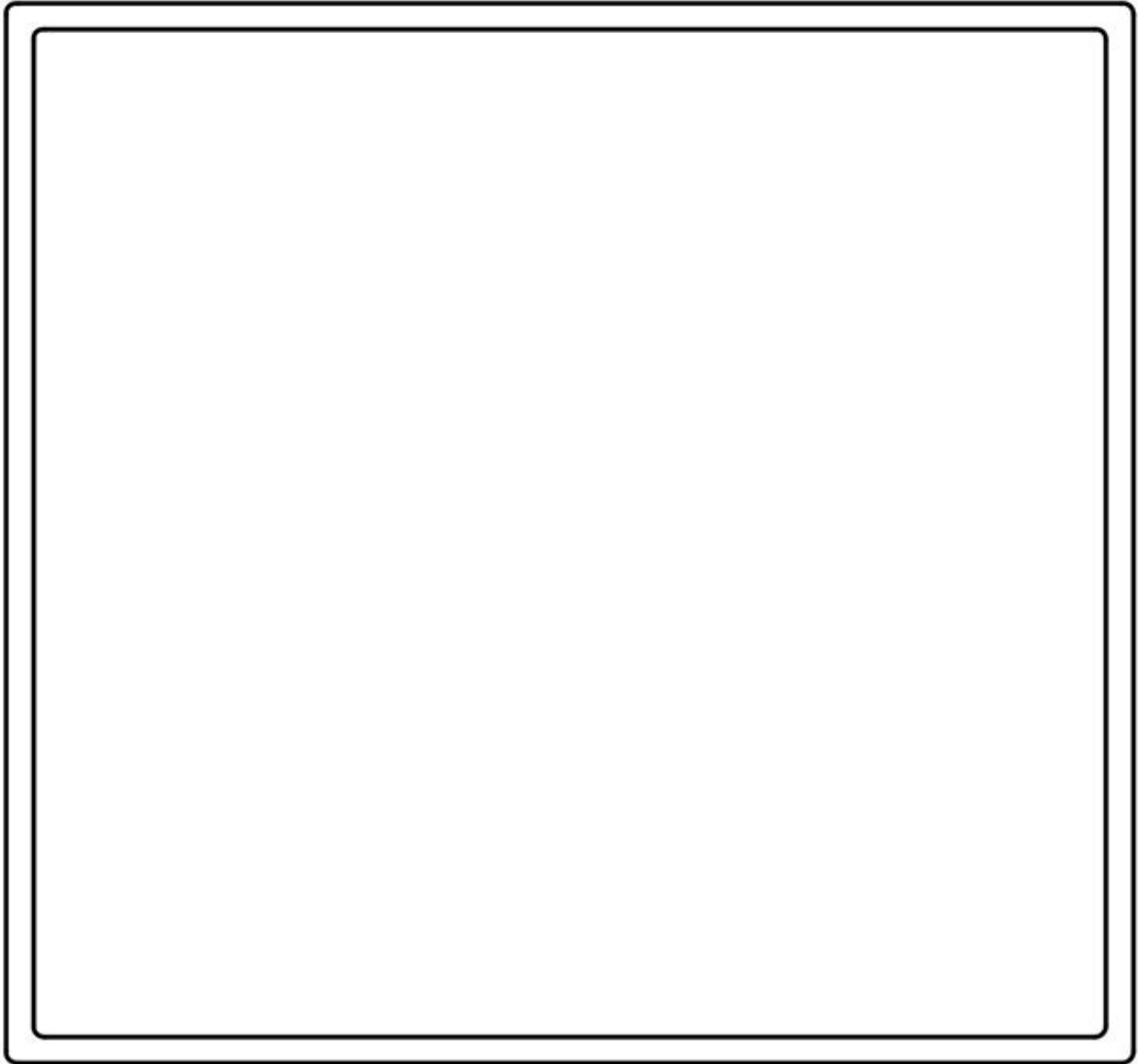
Date:



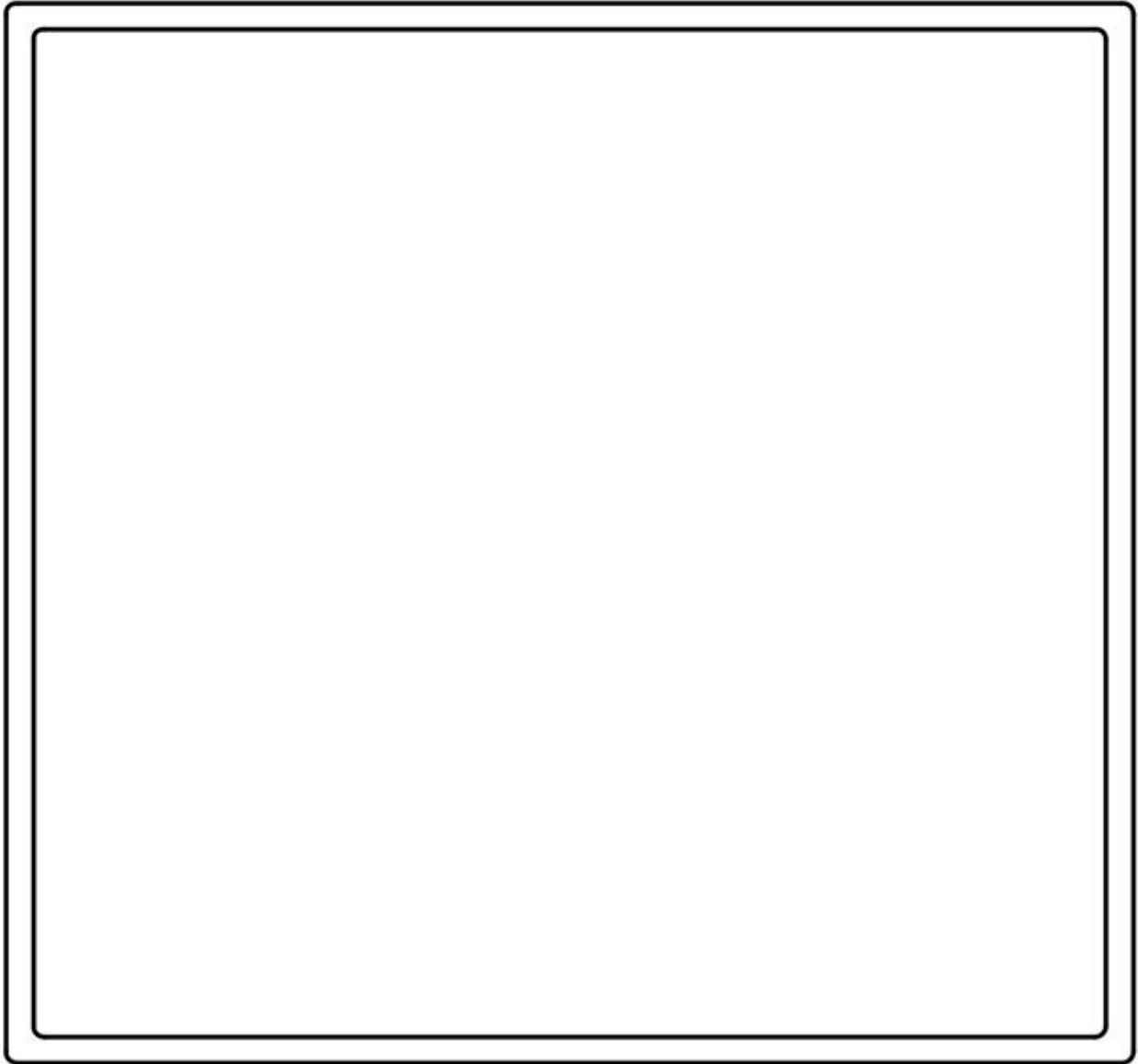
Date:



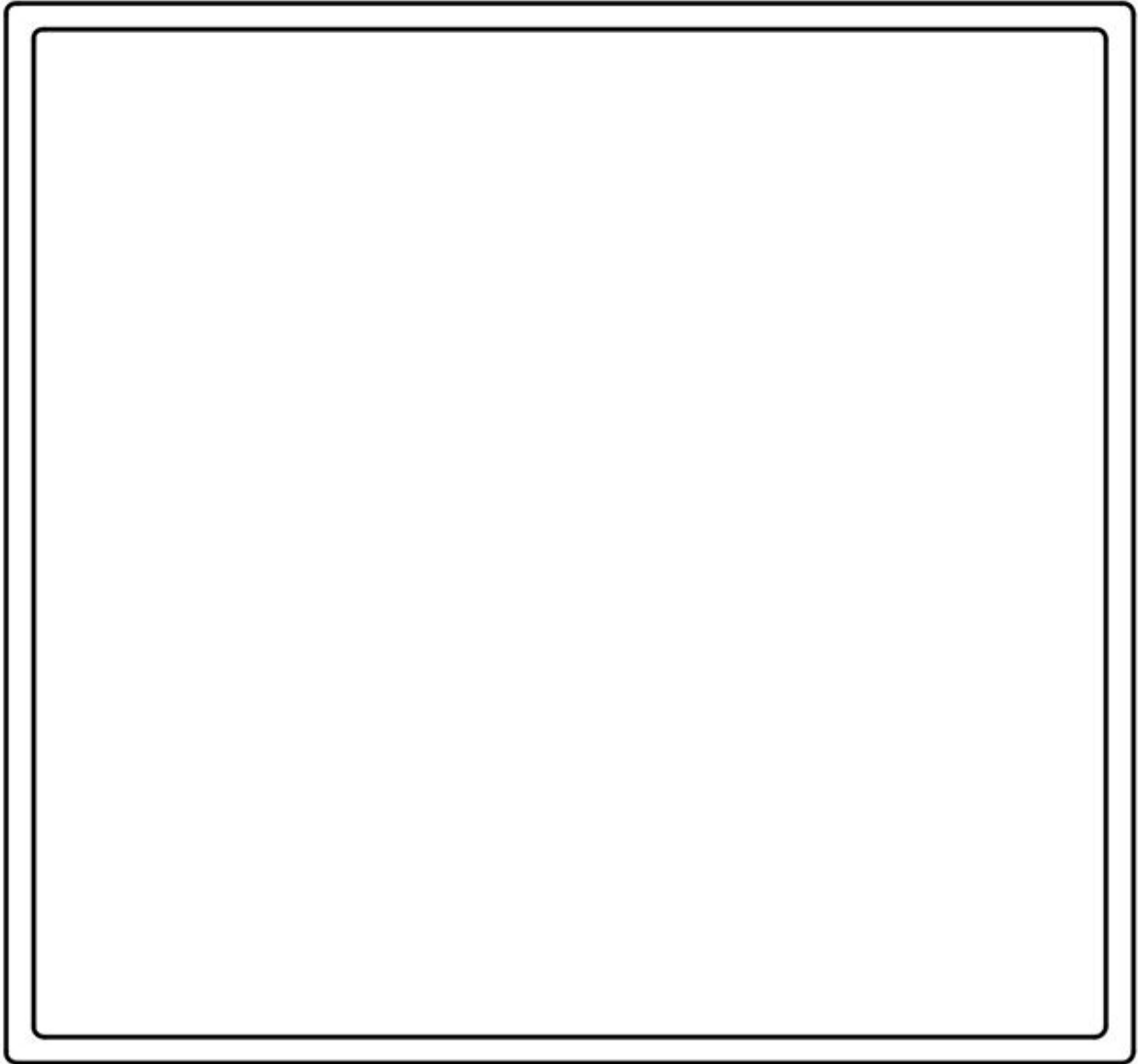
Date:



Date:



Date:



Date:



Date:

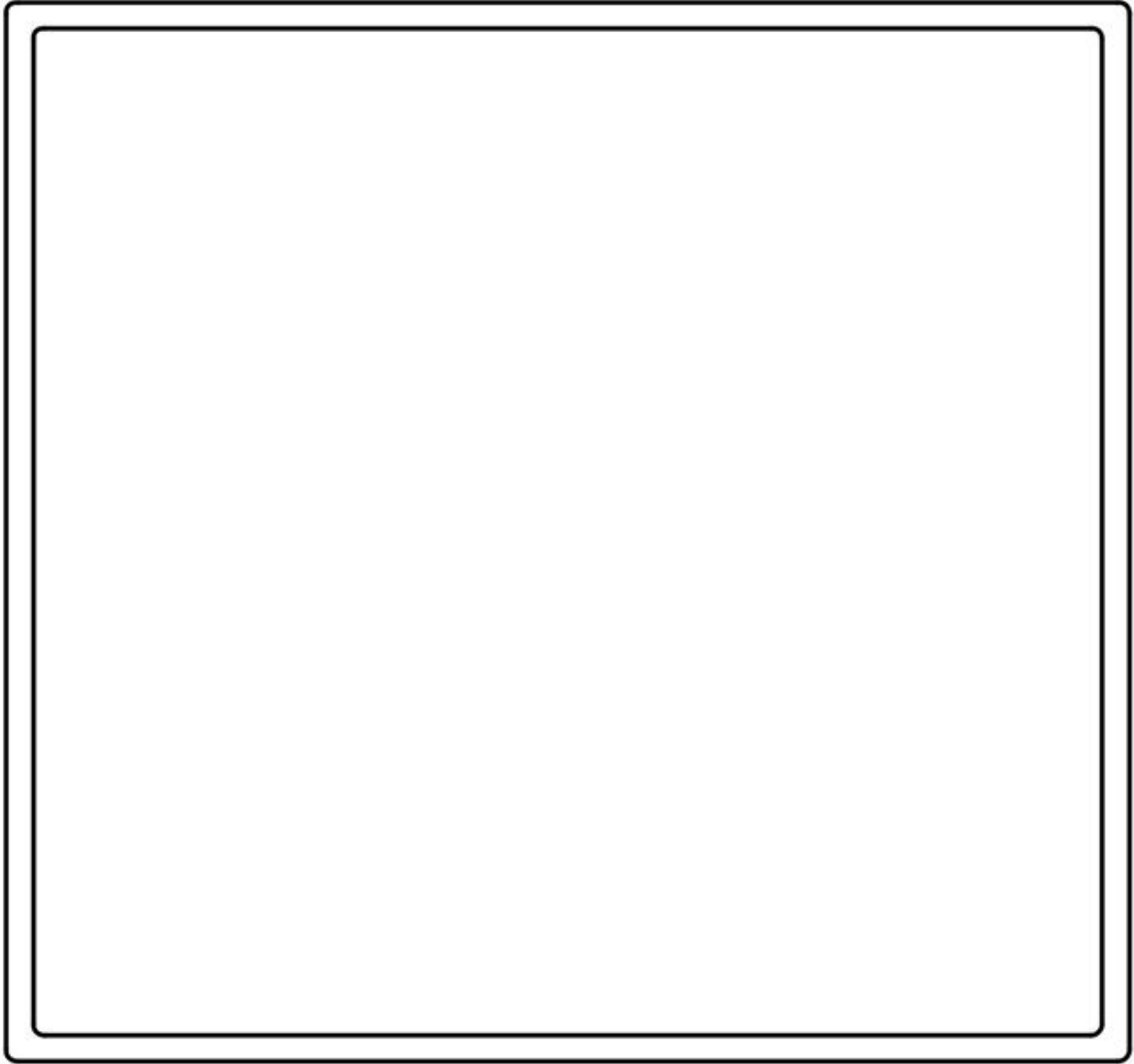


Unit 8 Lesson 3

Real-Life Algorithms: Plant a Seed

Resources

This Journal Belongs To

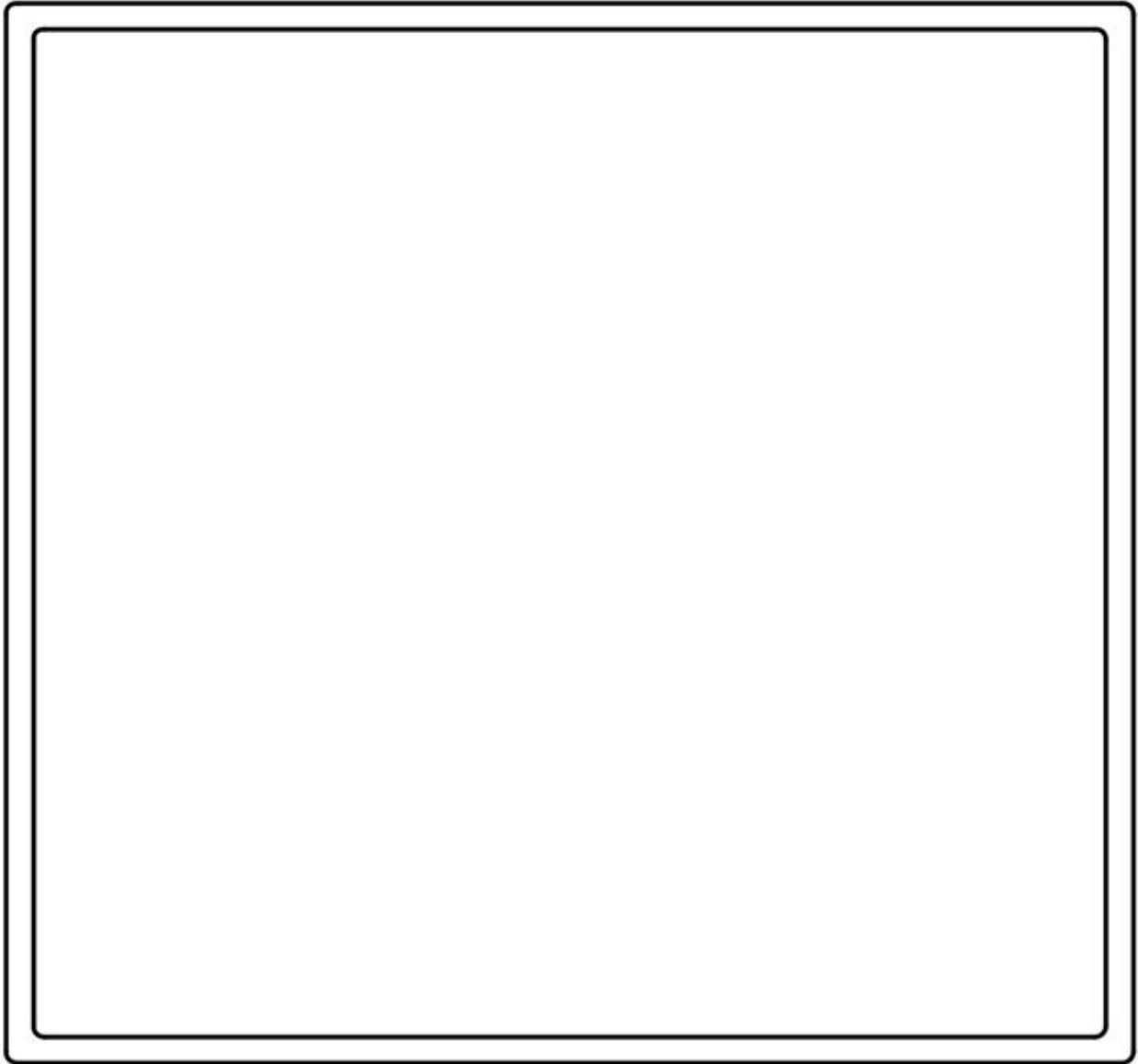


Grade:

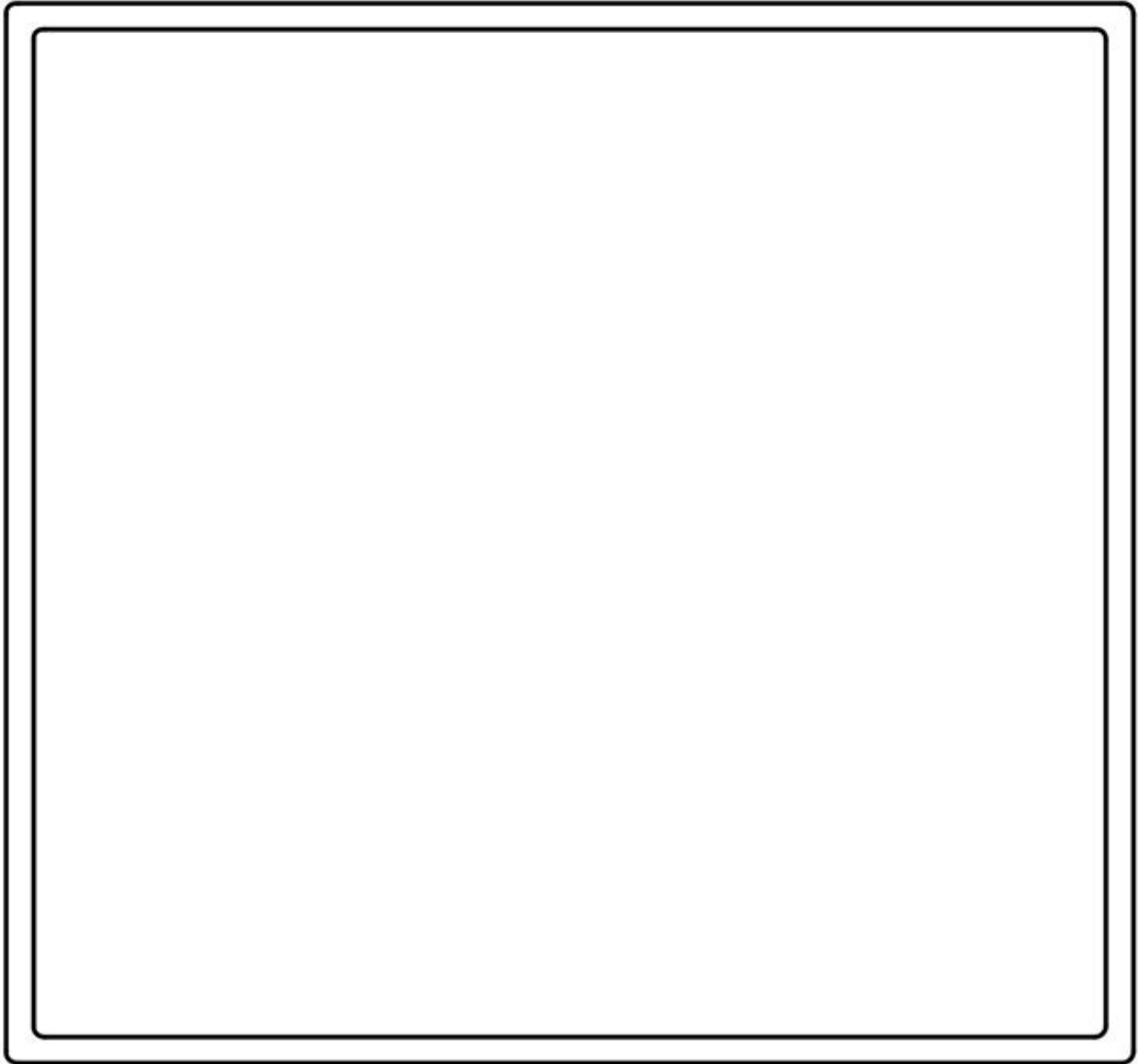
Date:

My Think Spot Journal

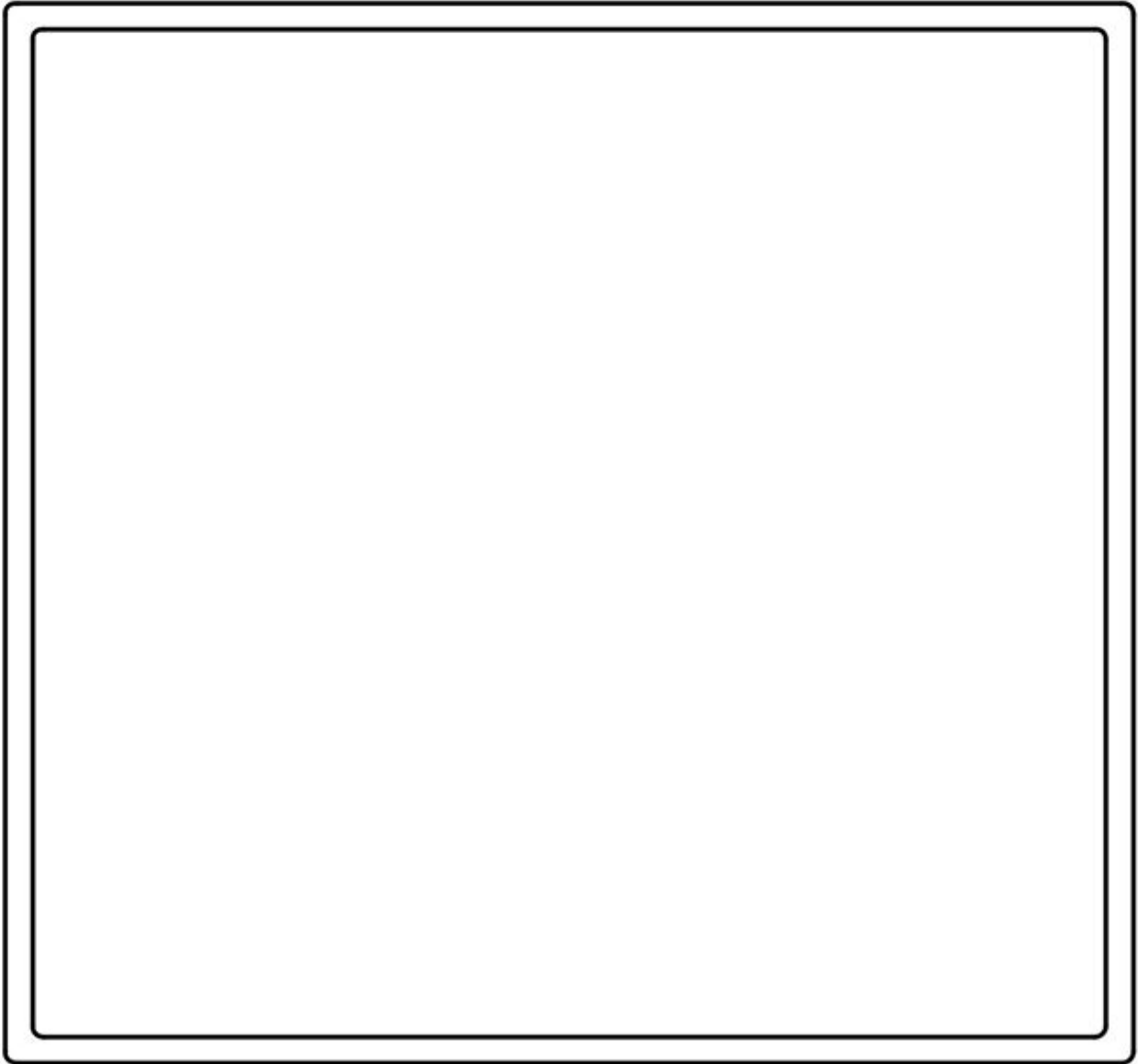
Date:



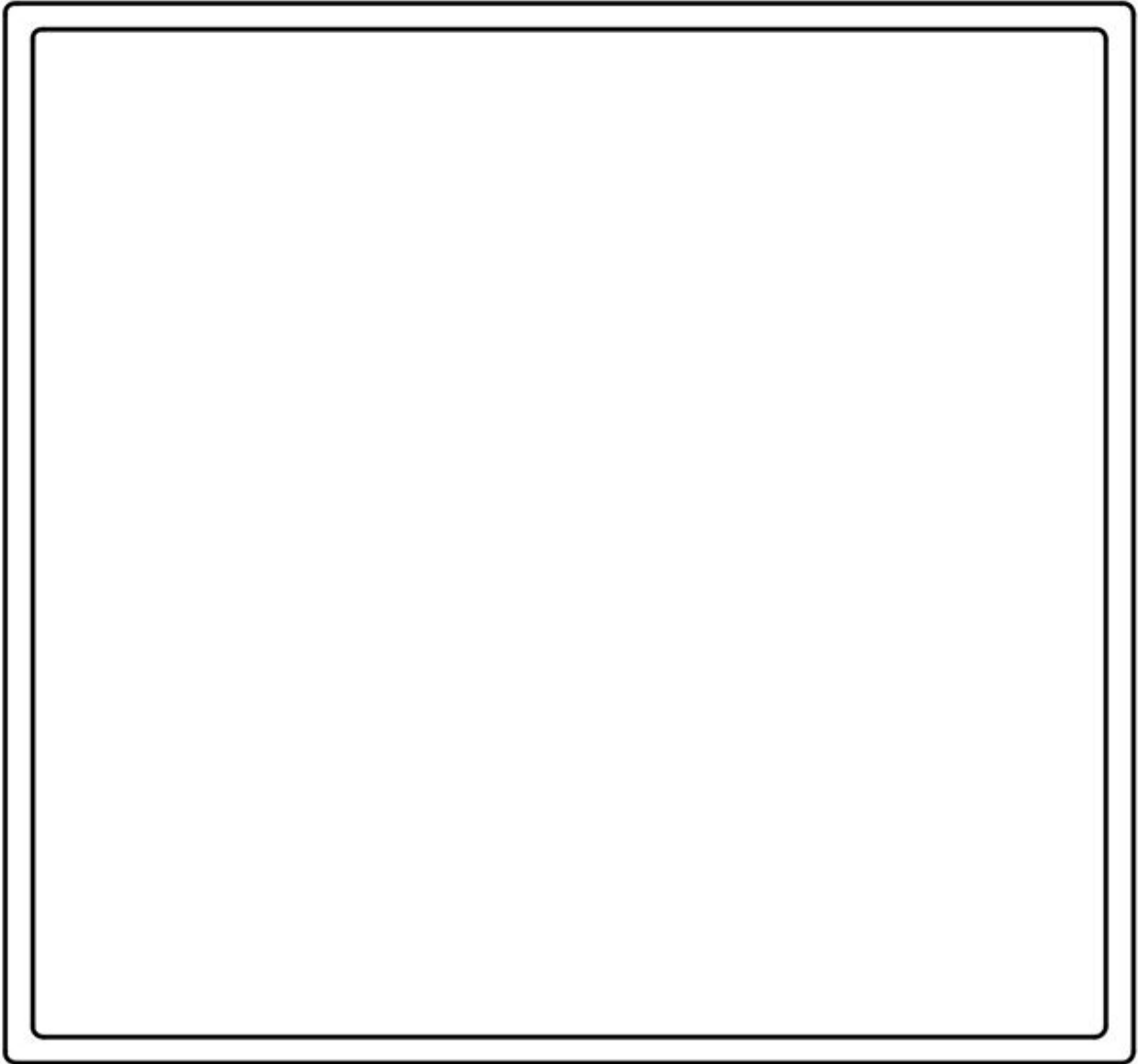
Date:



Date:



Date:



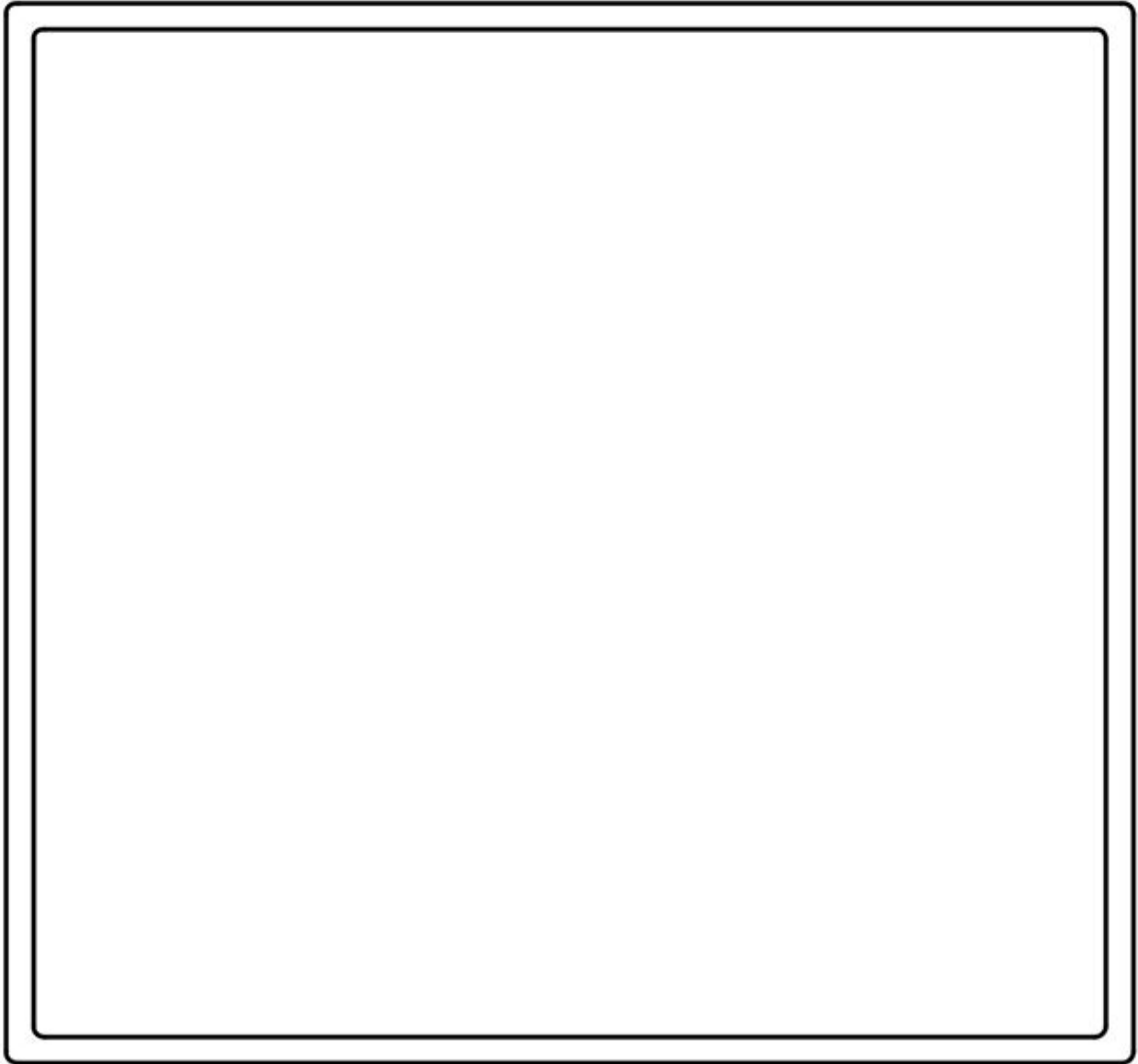
Date:



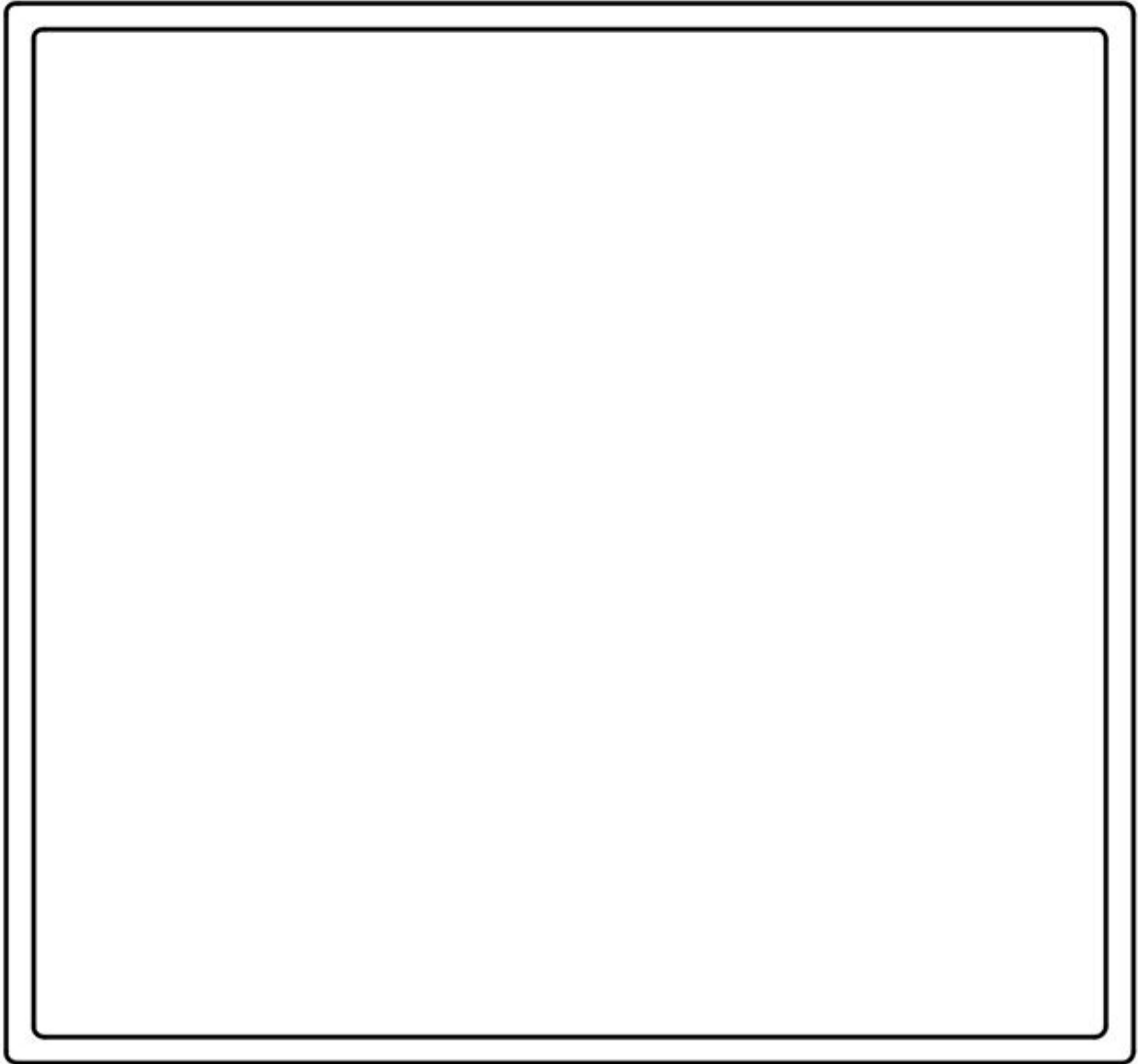
Date:



Date:



Date:



Date:



Unit 8 Lesson 4

Learn to Drag and Drop

Resources

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:

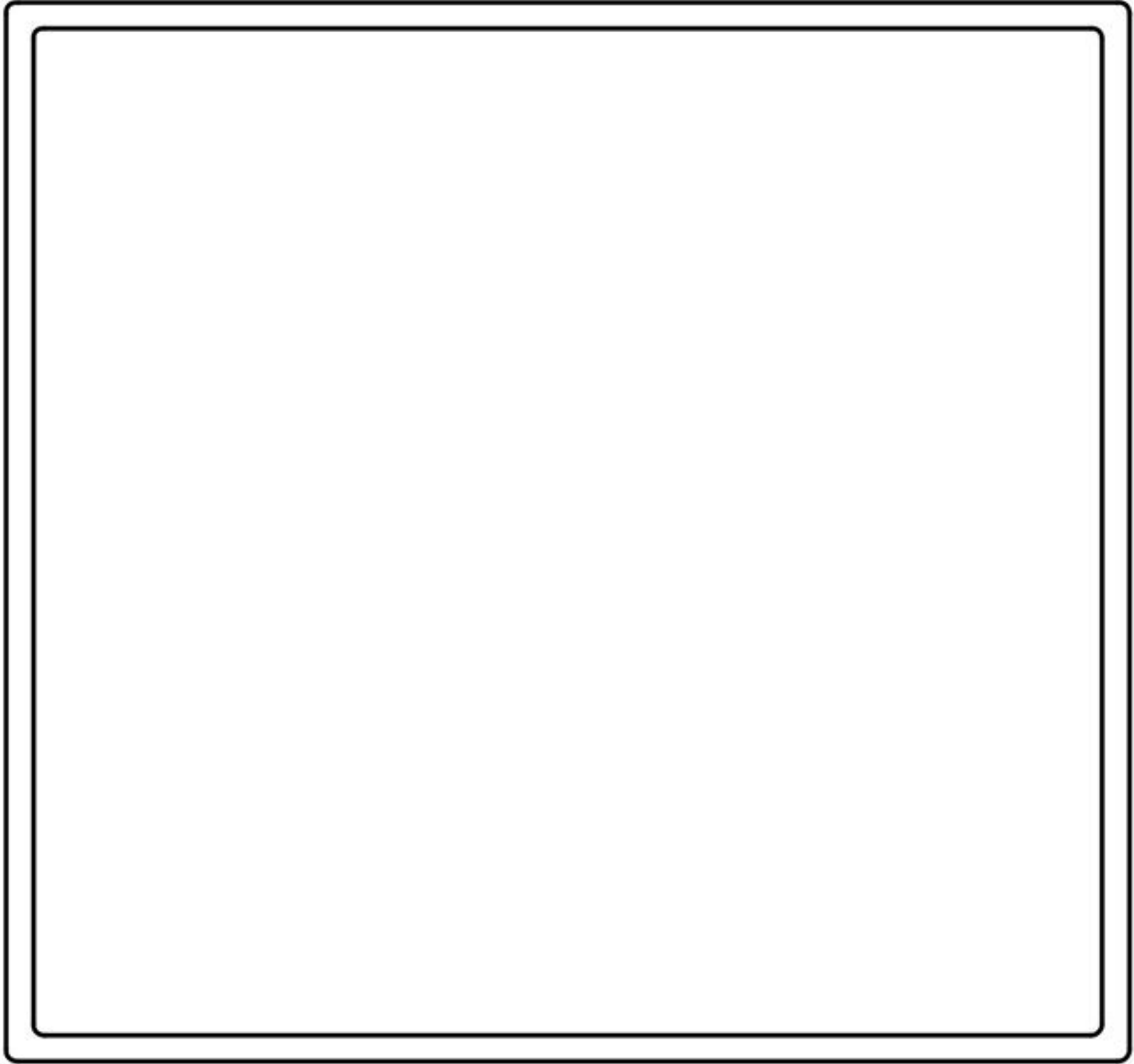
- Utilize [pair programming](#) whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
 - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before 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

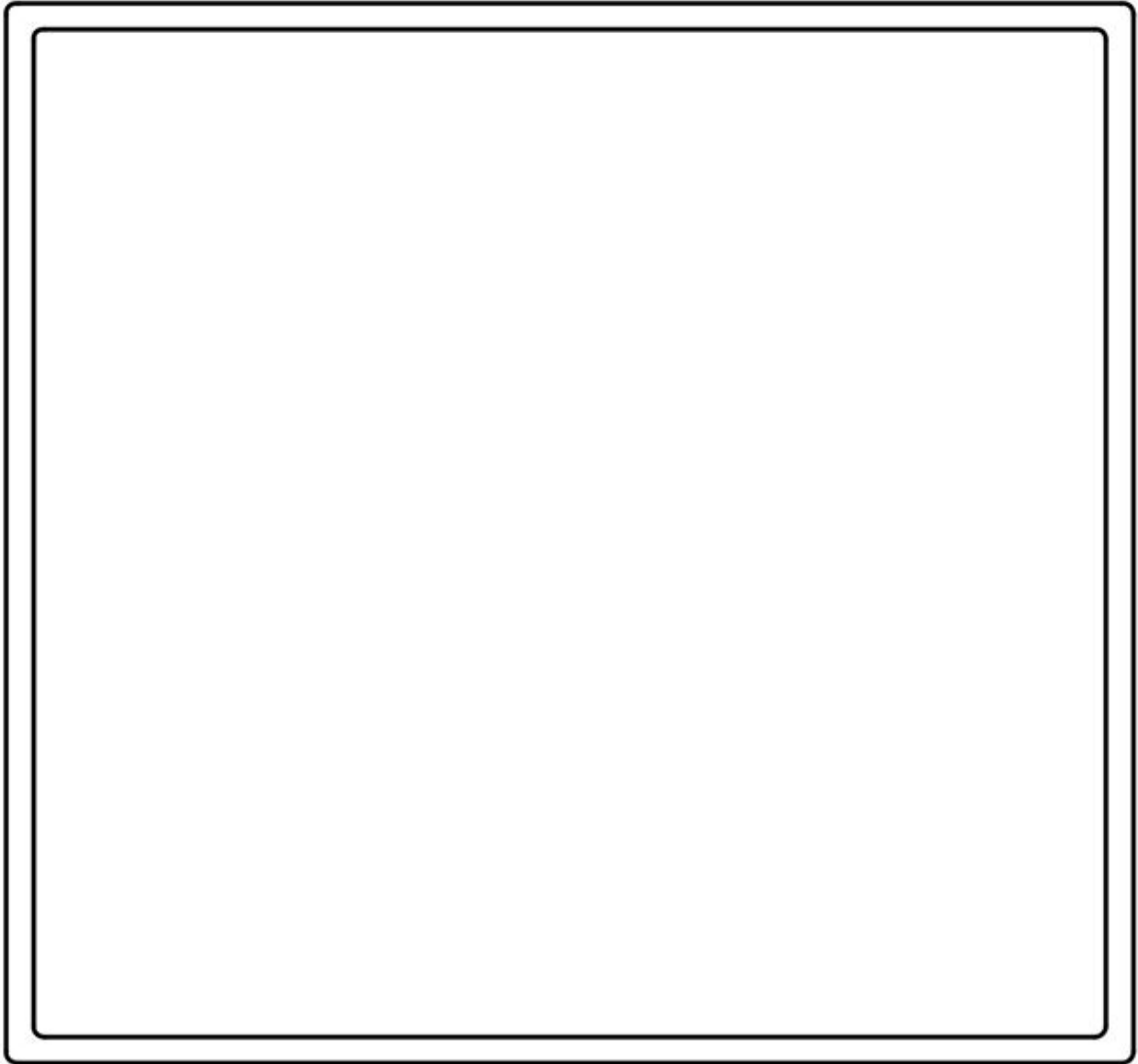
Date:



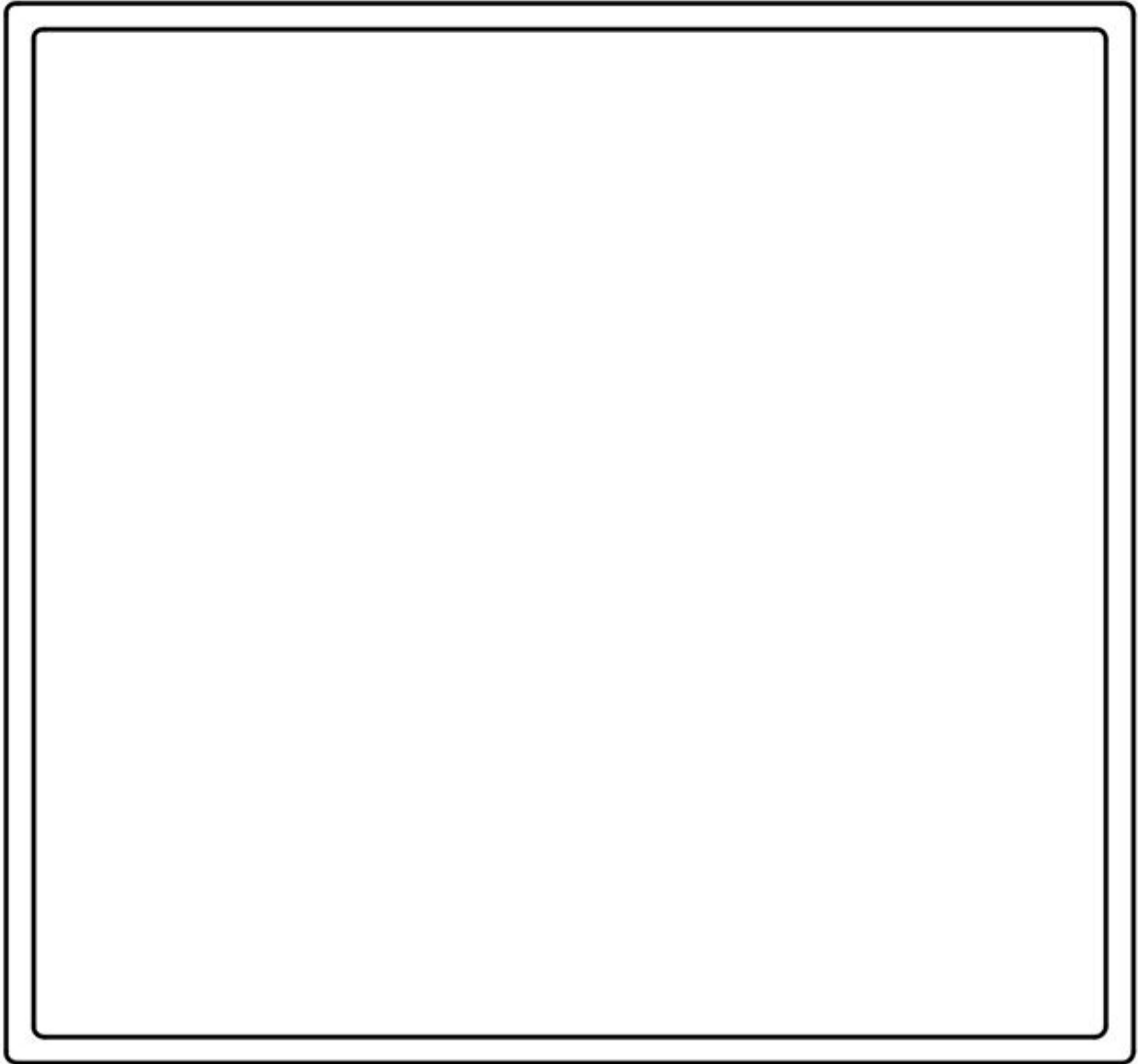
Date:



Date:



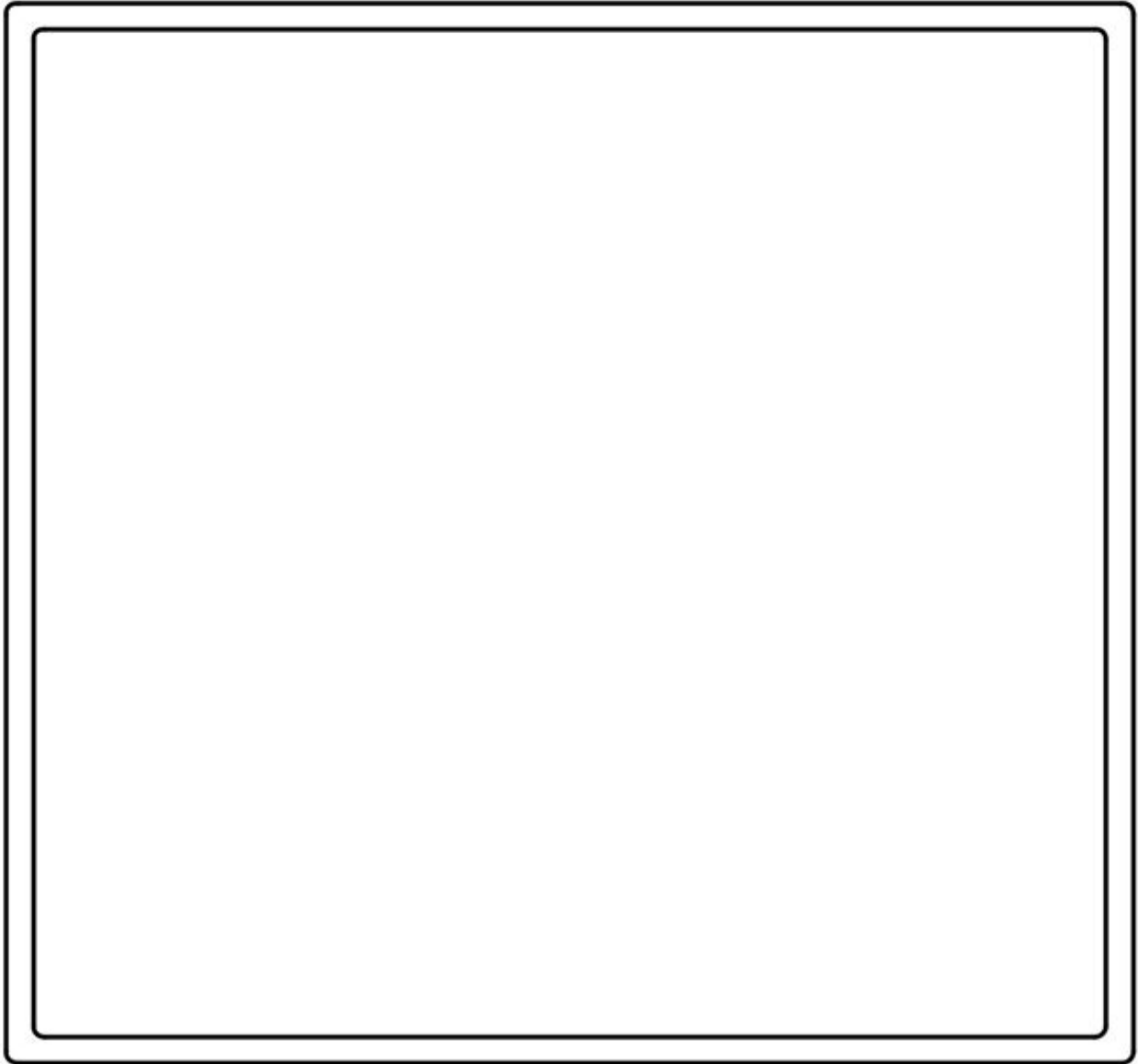
Date:



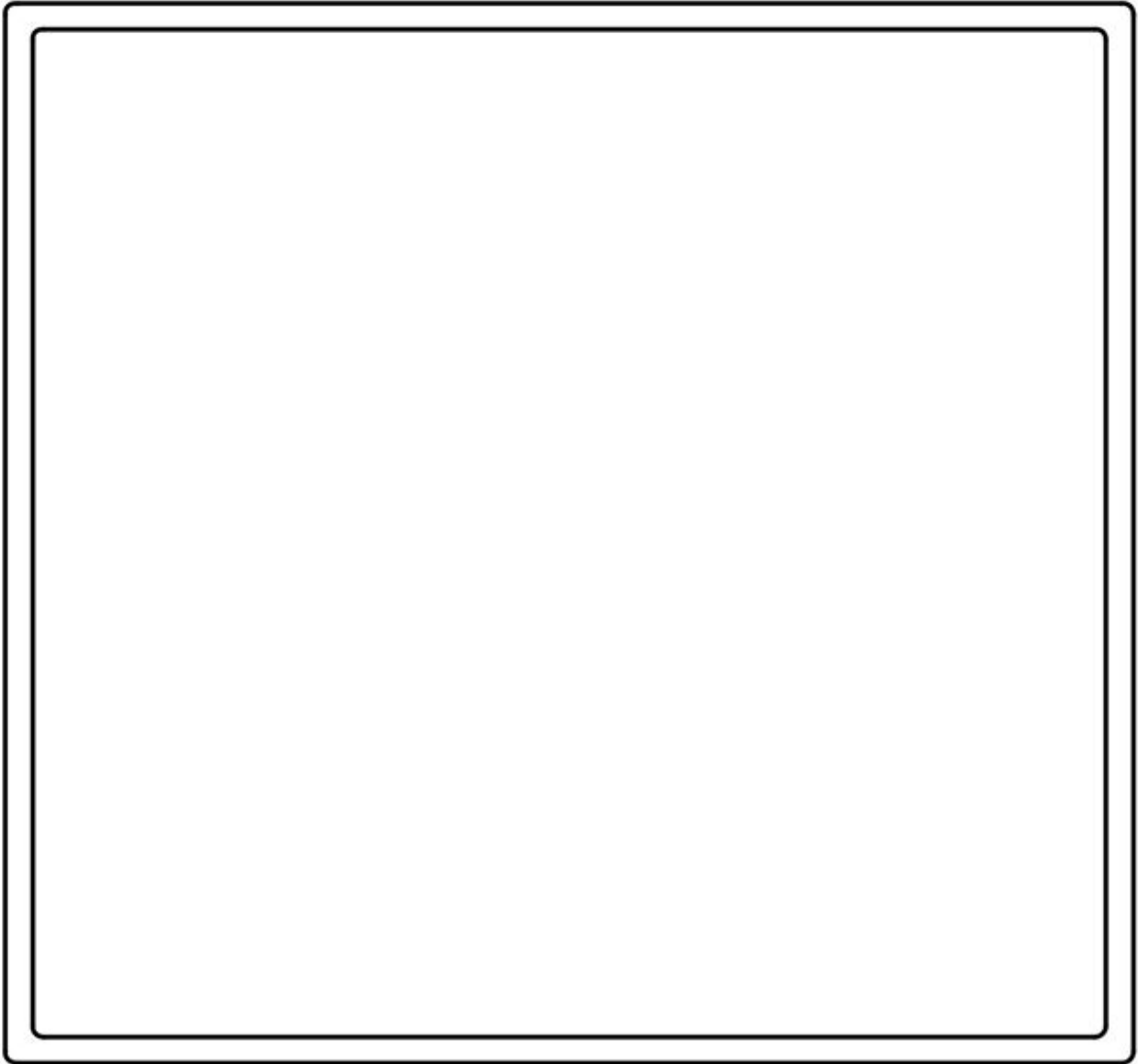
Date:



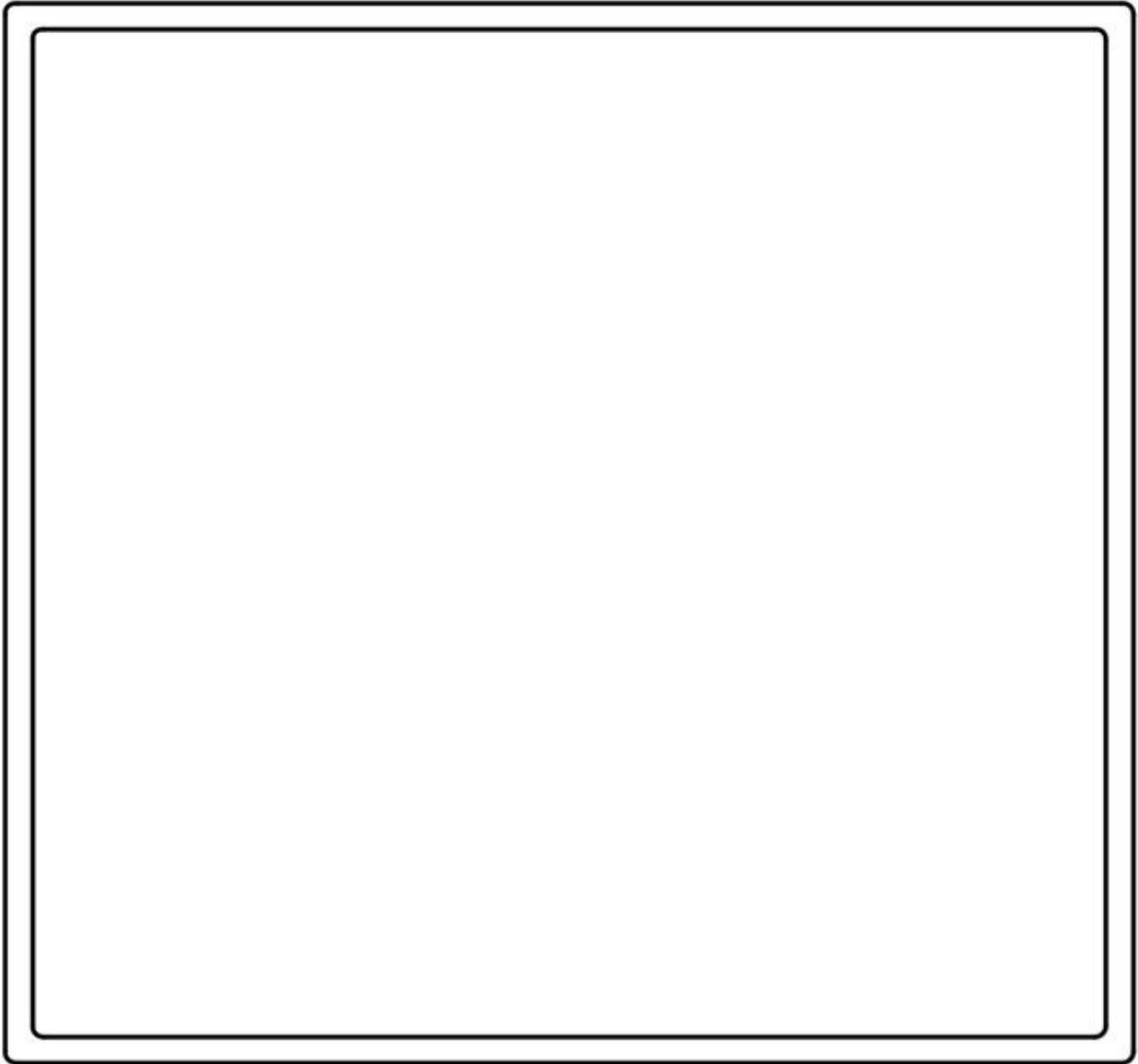
Date:



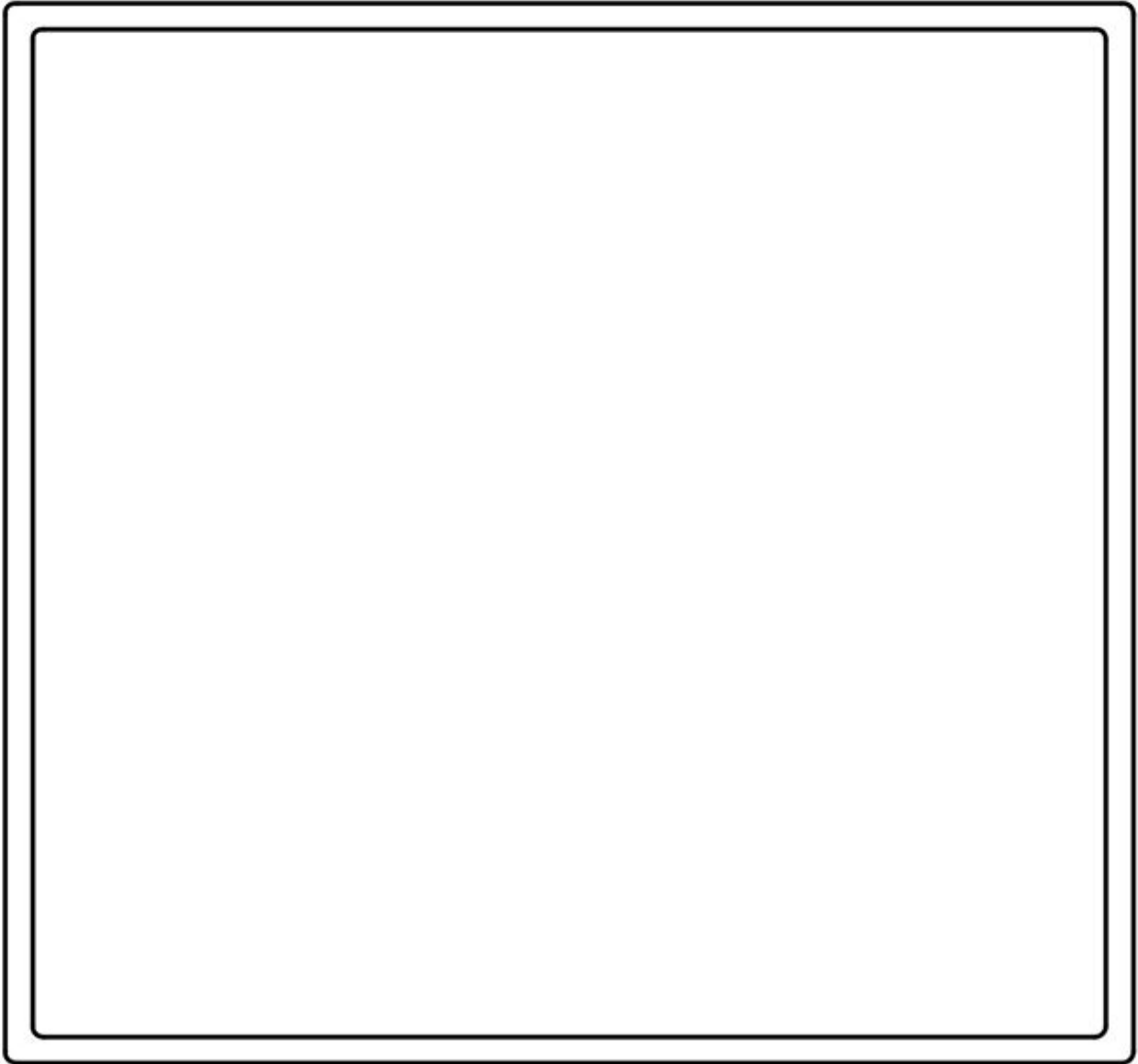
Date:



Date:



Date:



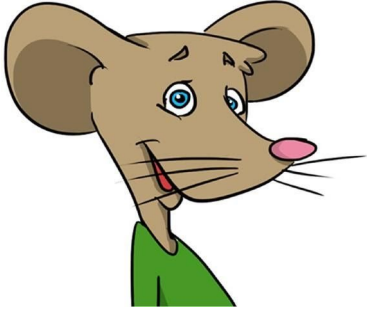
Unit 8 Lesson 5

Common Sense Education: Your Digital Footprint

Resources

Mizzle the Mouse

Name:
Mizzle



Where you live:
Mouse Hole



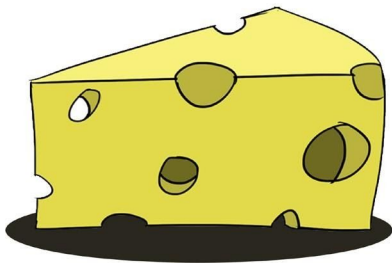
Pet's Name:
Frank the Flea



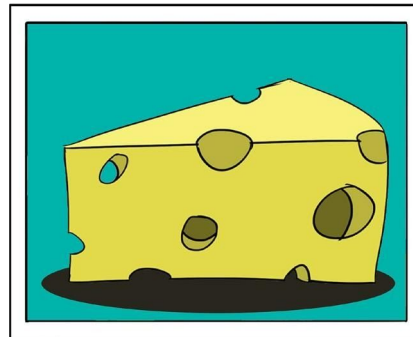
Favorite Hobby:
Ice Skating



Favorite Food:
Cheese



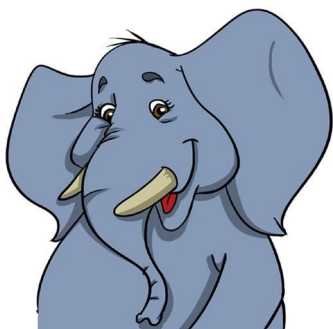
My favorite photo:



Electra the Elephant

Name:

My full name is Electra Ella Elephant



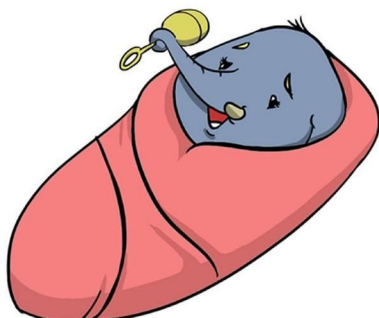
Where you live:

123 Watering Hole Lane
Peanuts, Ohio



Birthday:

February 21, 2010



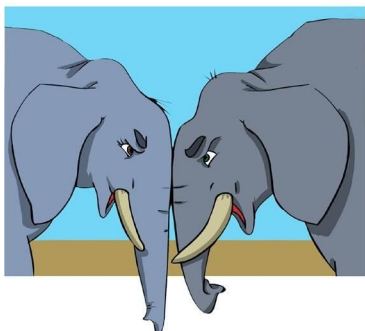
Username: gray_toes

Password: bamboo



Secret:

My brother and I fight all the time



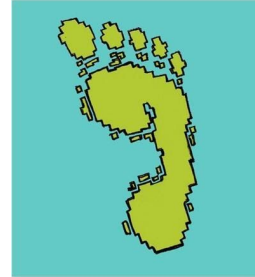
My favorite photo:



Your Digital Footprint

1. What is a digital footprint?

- a) A track that animals leave behind
- b) Shoes that you buy on the Internet
- c) The information about you on the Internet






2. What kind of information is safe to share online?

- a) Your birth date
- b) Your first name or computer username
- c) Your address



3. Which animal below has the digital footprint that leaves him or her most unsafe?

HINT: Think about which animal shares the most private information online.

	a) Fran the fish 	b) Betty the Bird 	c) Tony the Tiger 
Hobbies	swimming	flying	going to the 3rd street gym
Address	the sea	a nest	523 Green Street
Other	pet's name is Frank	I love seeds!	My real name is Thomas

- a) Fran the fish
- b) Betty the Bird
- c) Tony the Tiger

TEACHER KEY
ASSESSMENT

Your Digital Footprint

1. What is a digital footprint?

- a) A track that animals leave behind
- b) Shoes that you buy on the Internet
- c) The information about you on the Internet**



Answer feedback

The correct answer is **c**. Your digital footprint is the information about you online, such as a news story with your name in it or something that you write online.

2. What kind of information is safe to share online?

- a) Your birth date
- b) Your first name or computer username**
- c) Your address






Answer feedback

The correct answer is **b**. It is okay to share your first name or your username online. But sharing your address or birth date could make your information unsafe because other people might use your information to pretend to be you!

3. Which animal below has the digital footprint that leaves him or her most unsafe?

HINT: Think about which animal shares the most private information online.

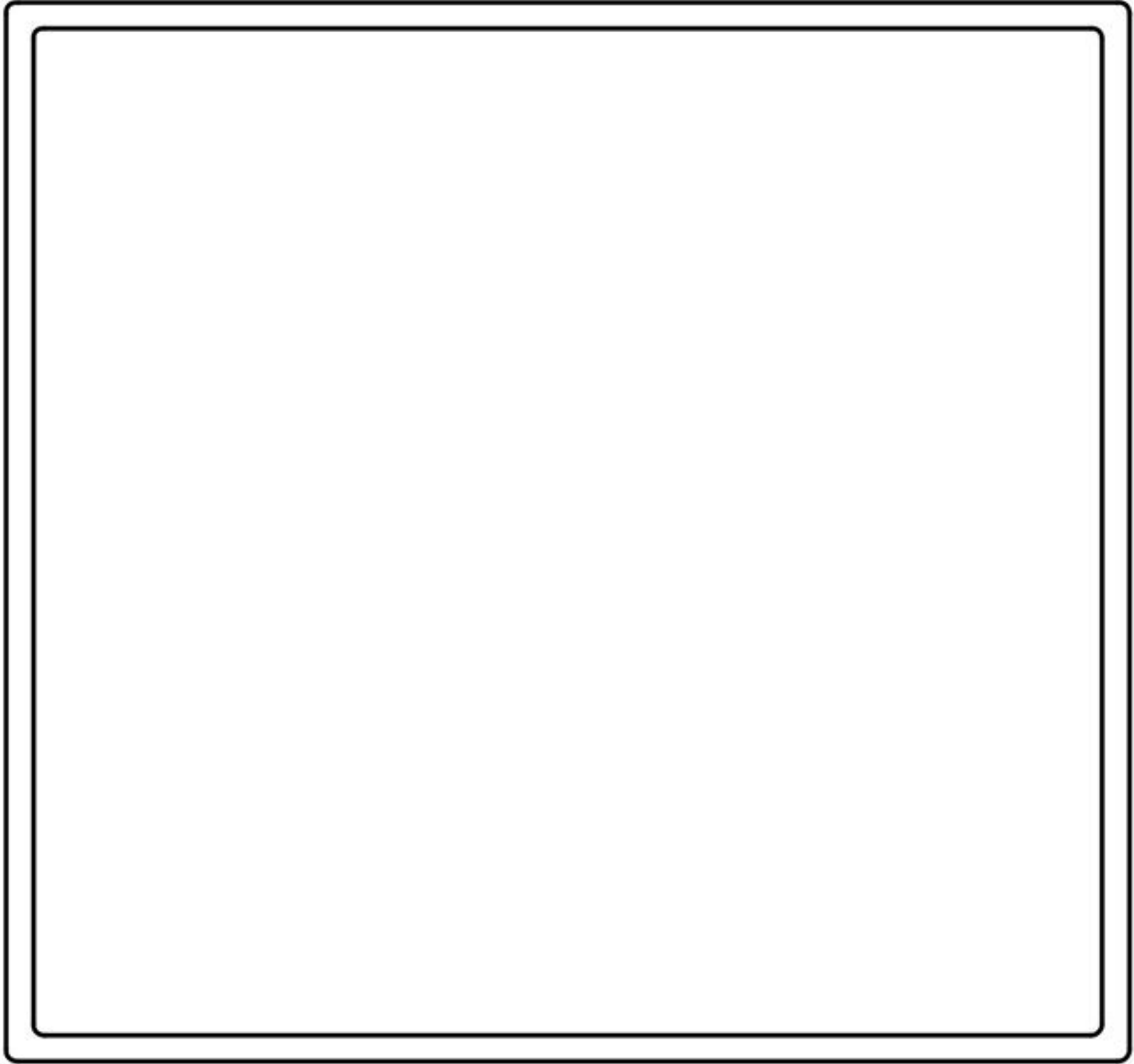
- a) Fran the fish
- b) Betty the Bird
- c) Tony the Tiger**

	a) Fran the fish 	b) Betty the Bird 	c) Tony the Tiger 
Hobbies	swimming	flying	going to the 3rd street gym
Address	the sea	a nest	523 Green Street
Other	pet's name is Frank	I love seeds!	My real name is Thomas

Answer feedback
The correct answer is **c**. Tony the Tiger put private information online, like his address, which is not safe. Fran and Betty shared information, but they did not share anything private about themselves.



This Journal Belongs To

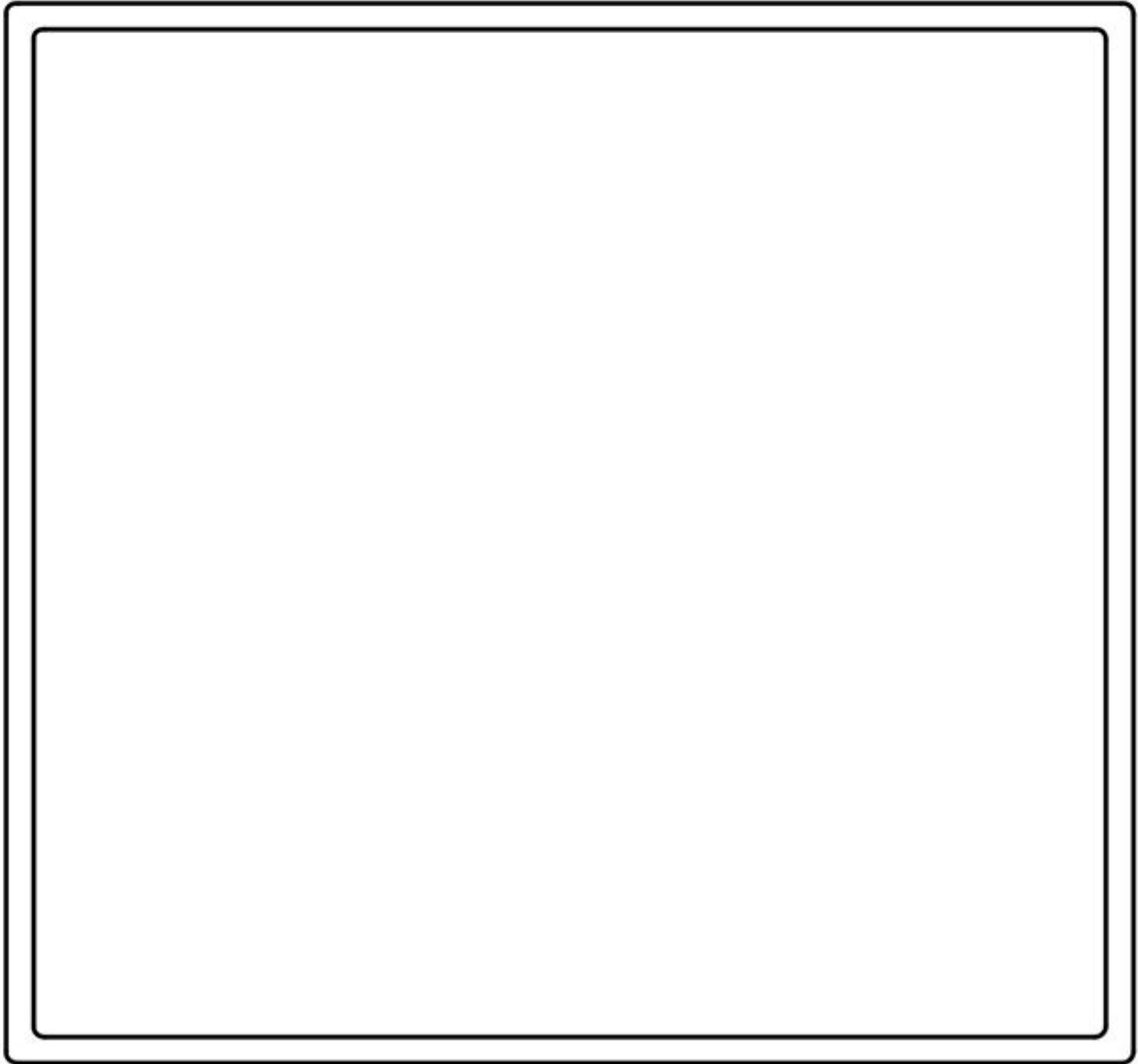


Grade:

Date:

My Think Spot Journal

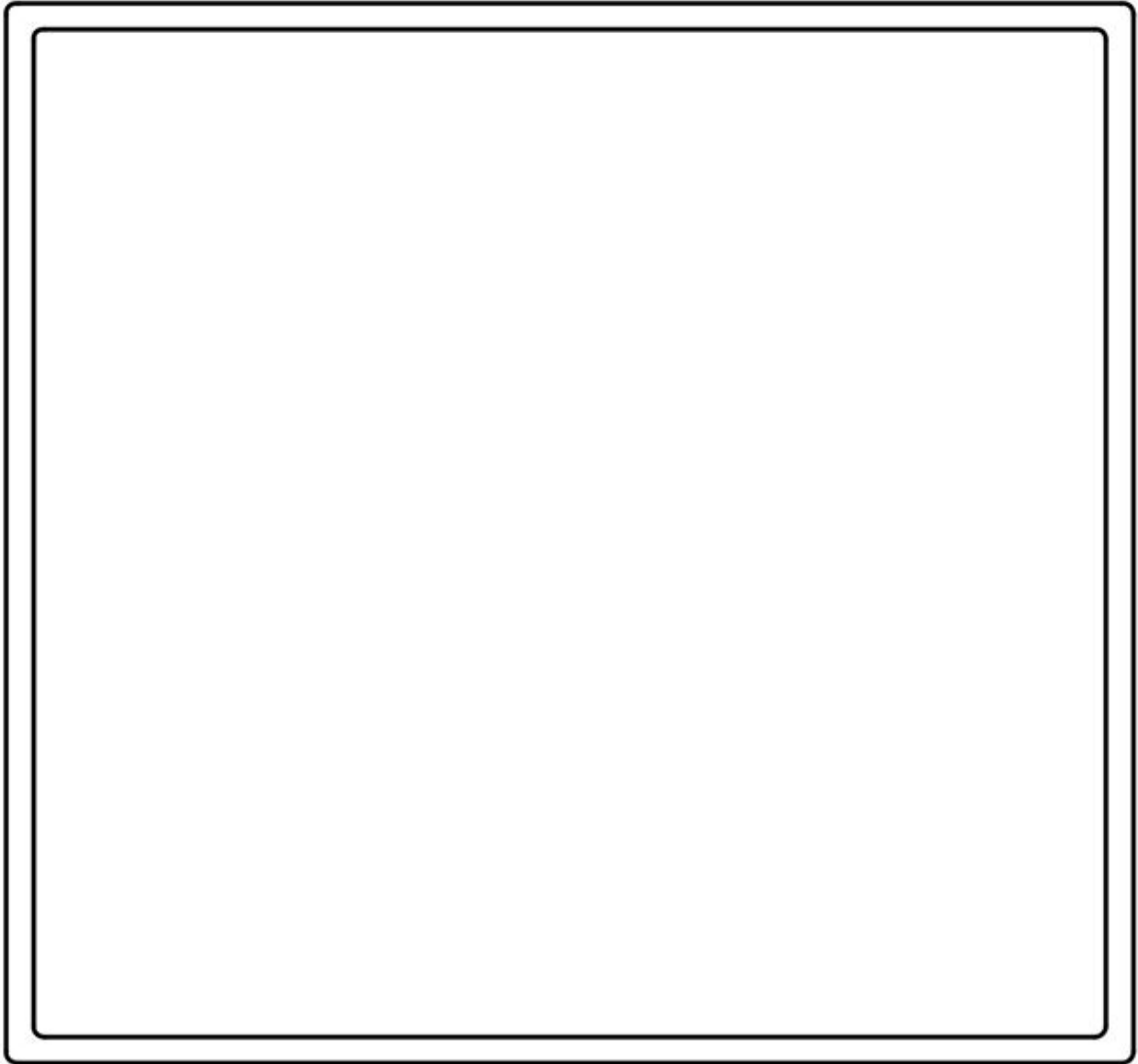
Date:



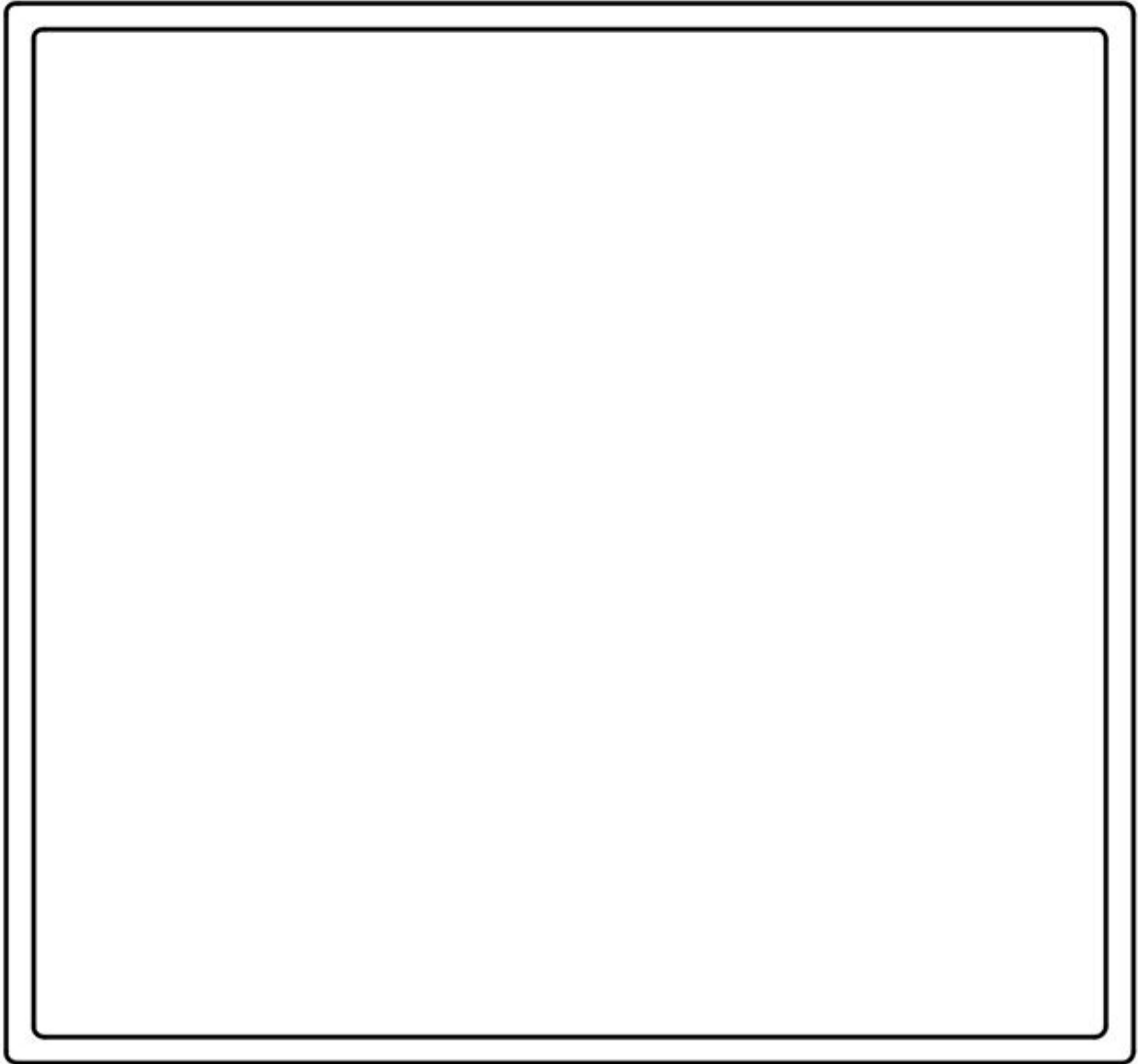
Date:



Date:



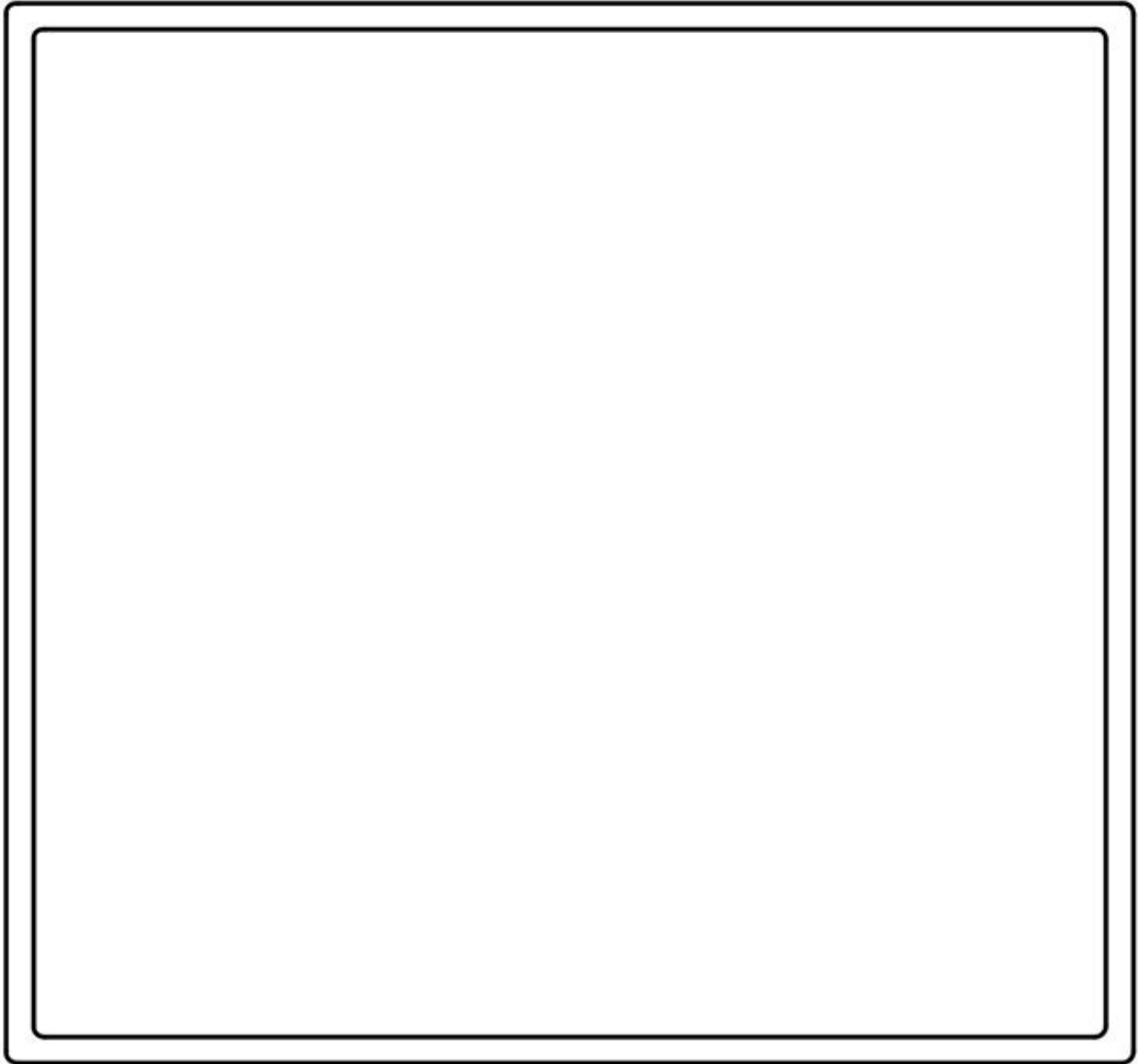
Date:



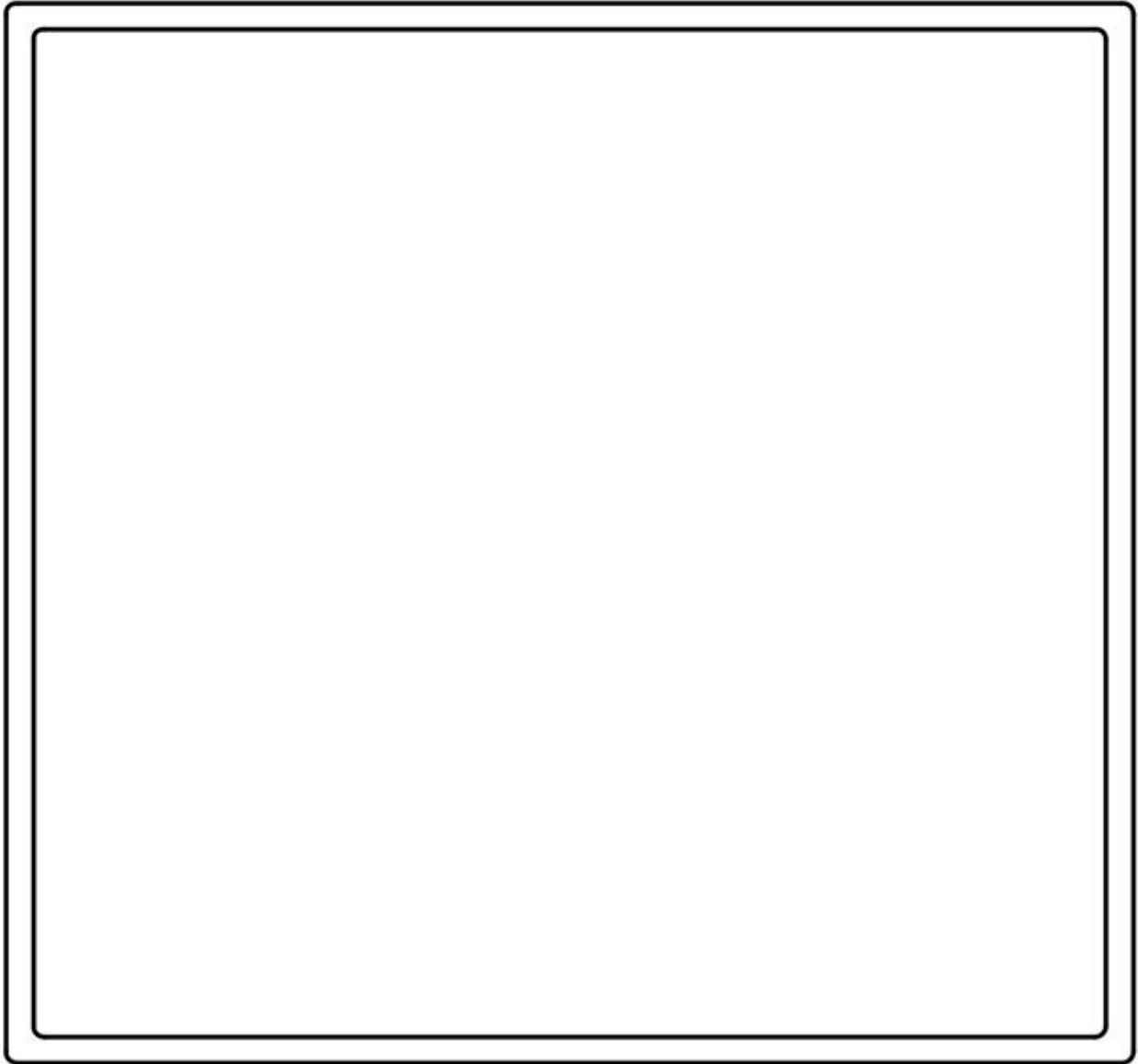
Date:



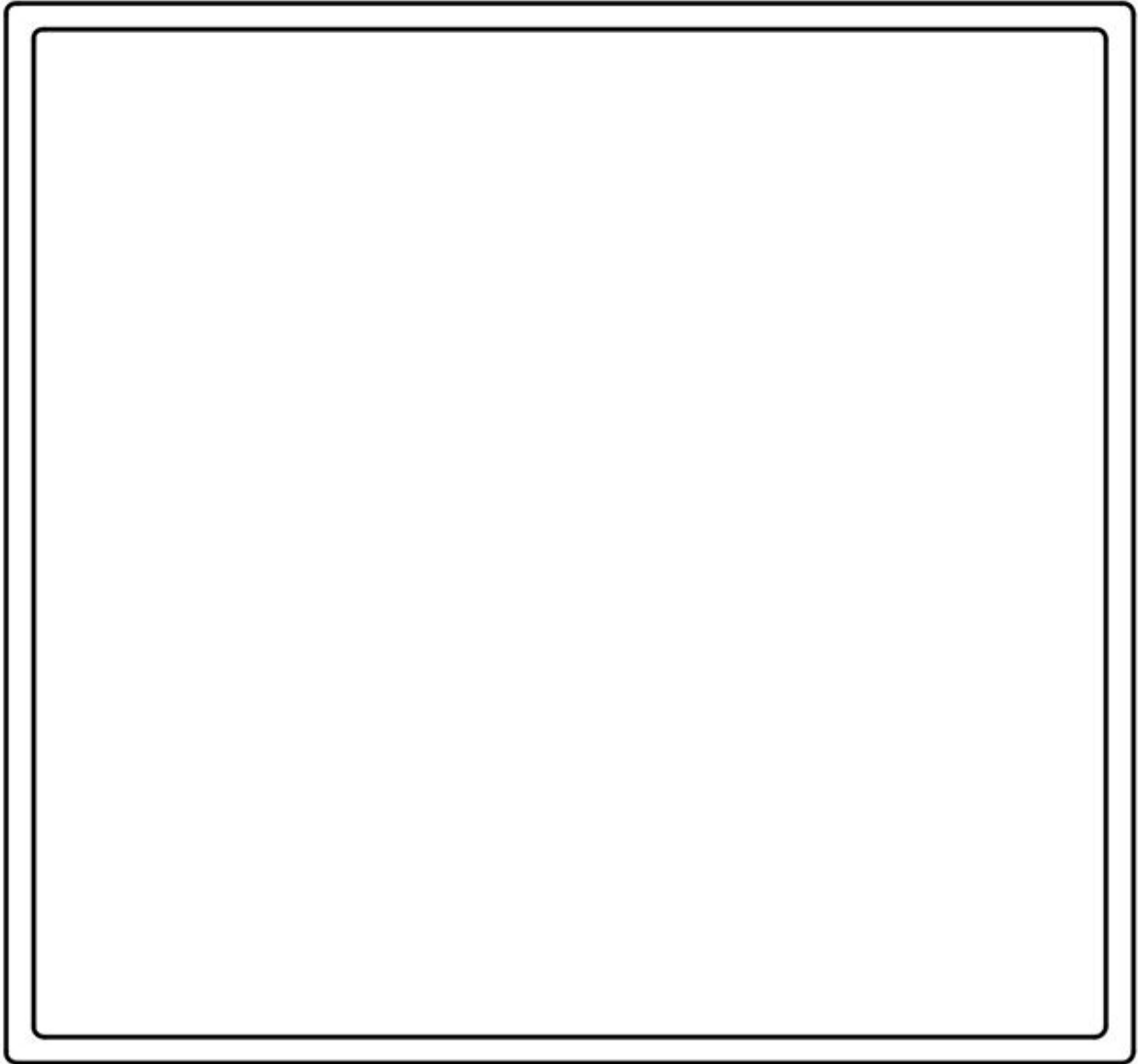
Date:



Date:



Date:



Date:



Unit 8 Lesson 6

Programming Unplugged: My Robotic Friends

Resources

My Robotic Friends

Symbol Key



Pick Up Cup



Put Down Cup



Step Forward



Step Backward

My Robotic Friends

Cup Stack Ideas



My Robotic Friends

Cup Stack Ideas



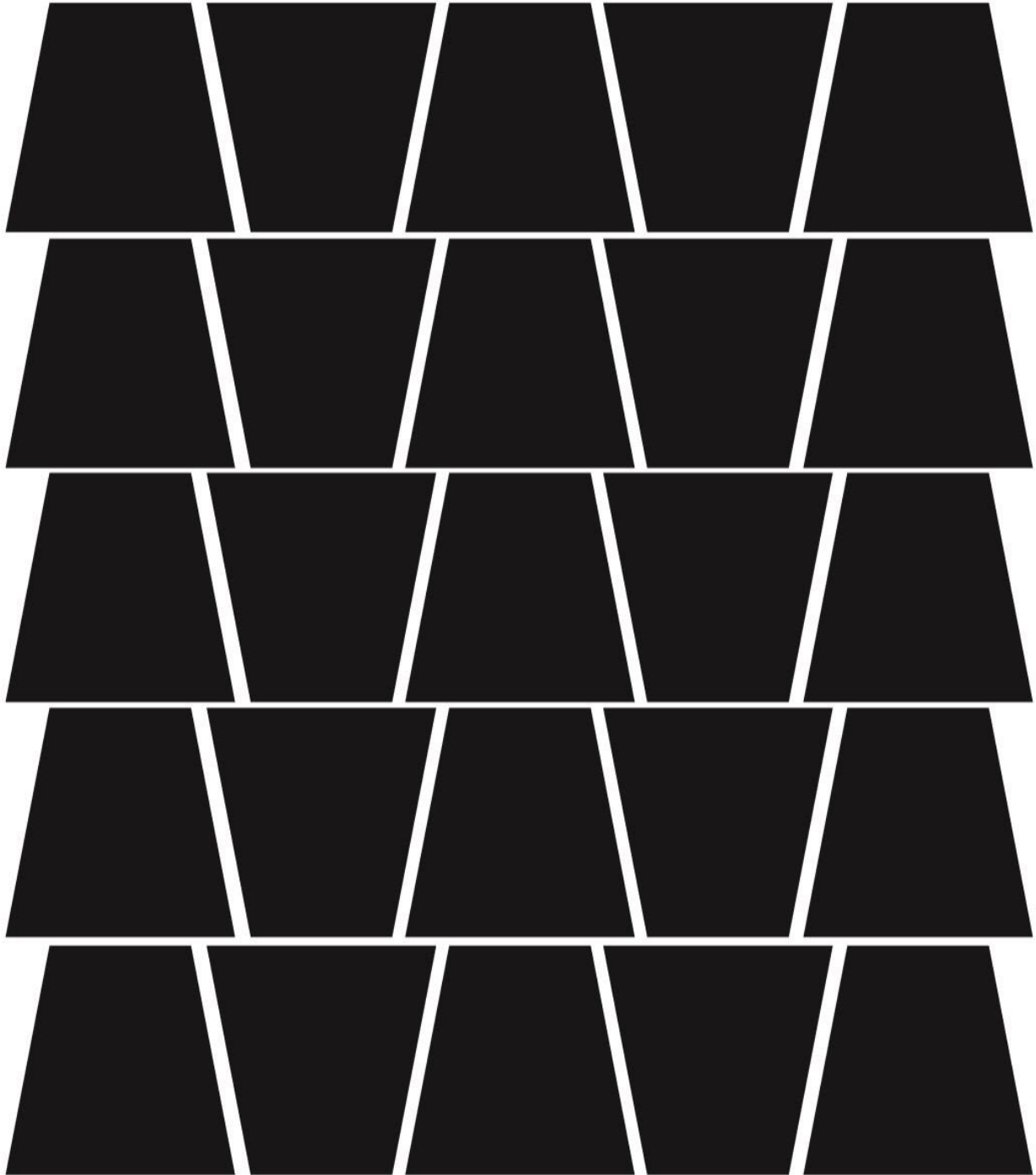
My Robotic Friends

Paper Trapezoids

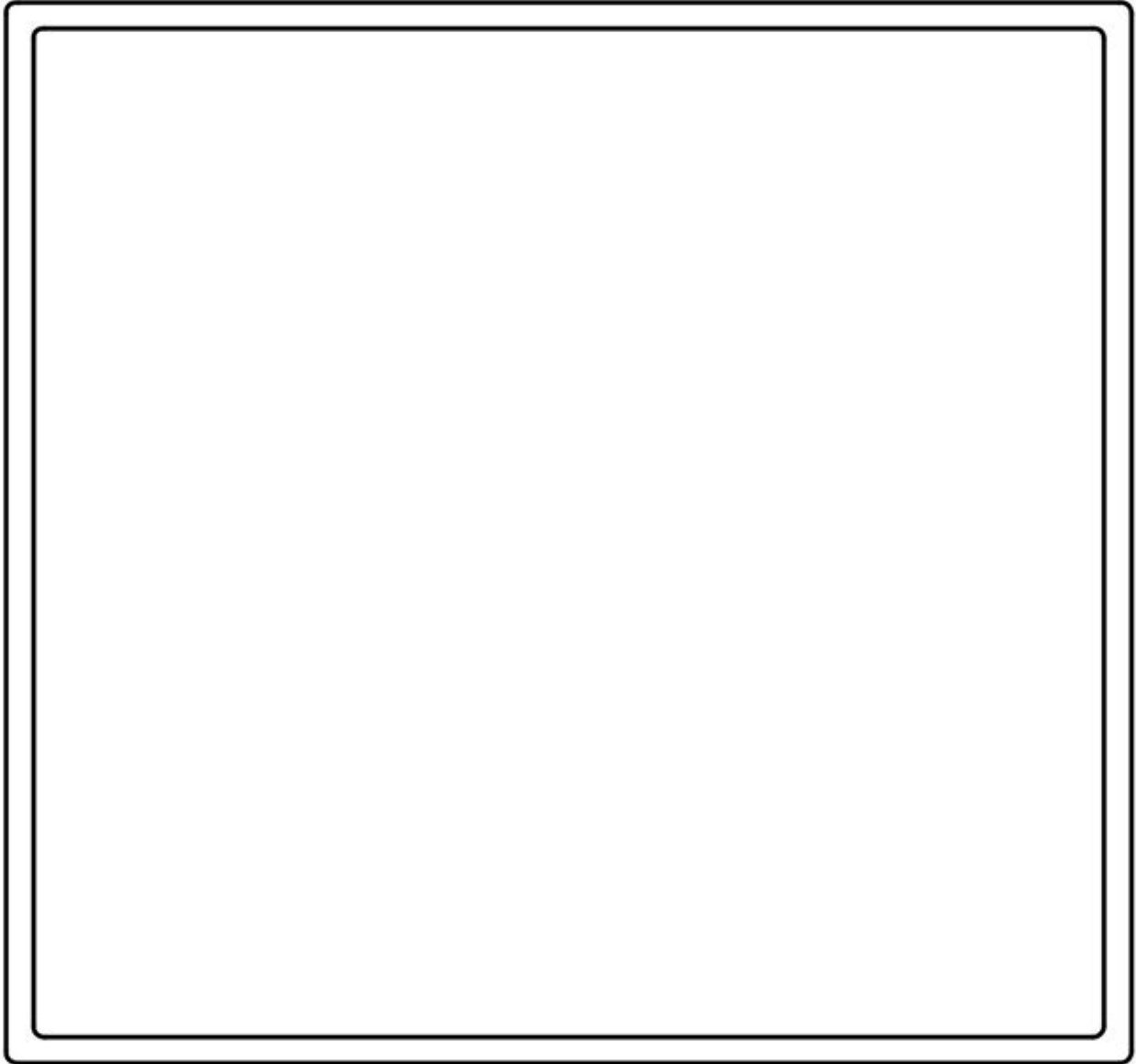


To cut quickly:

First cut in horizontal strips, then snip along lines to make trapezoids.



This Journal Belongs To

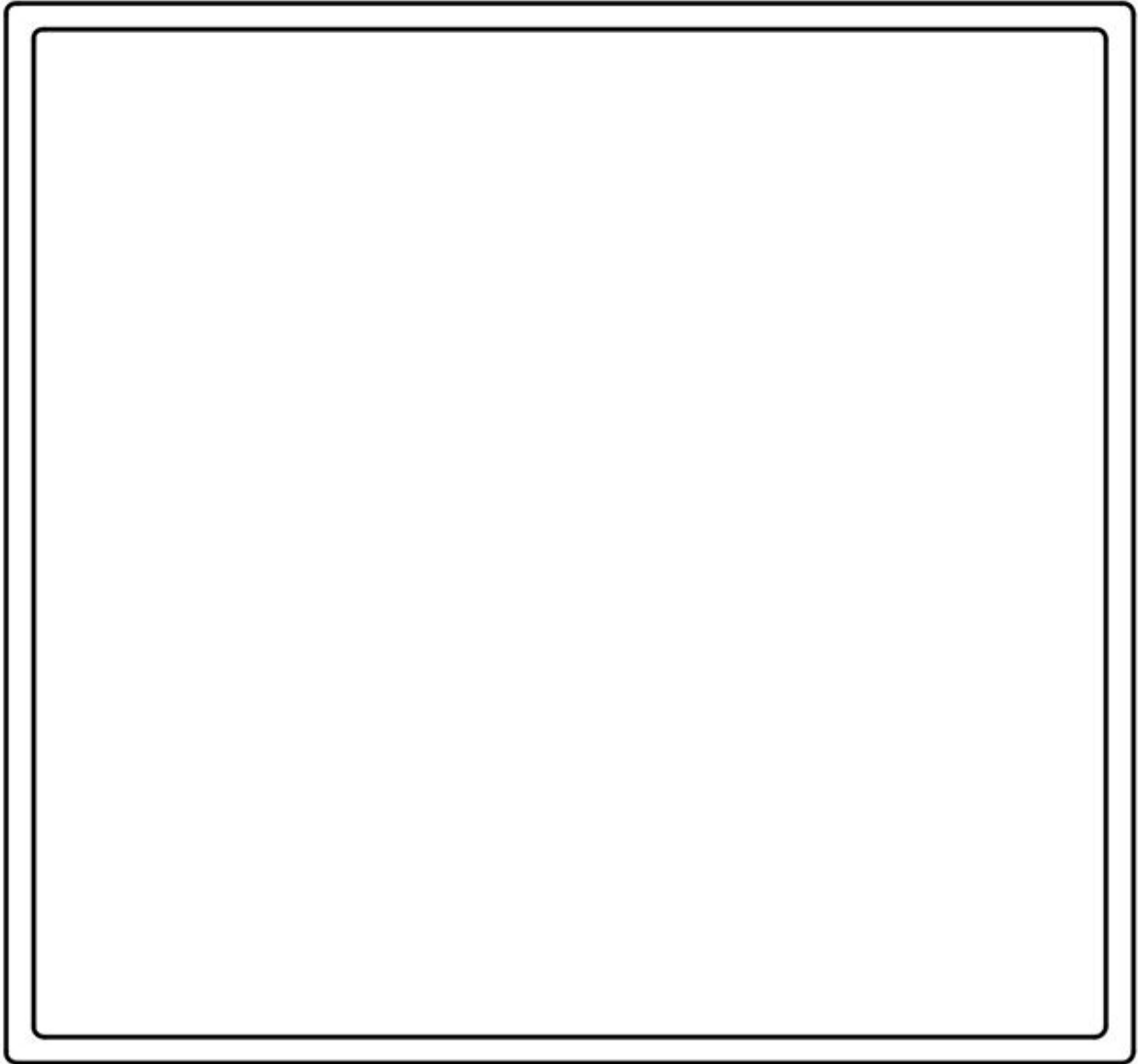


Grade:

Date:

My Think Spot Journal

Date:



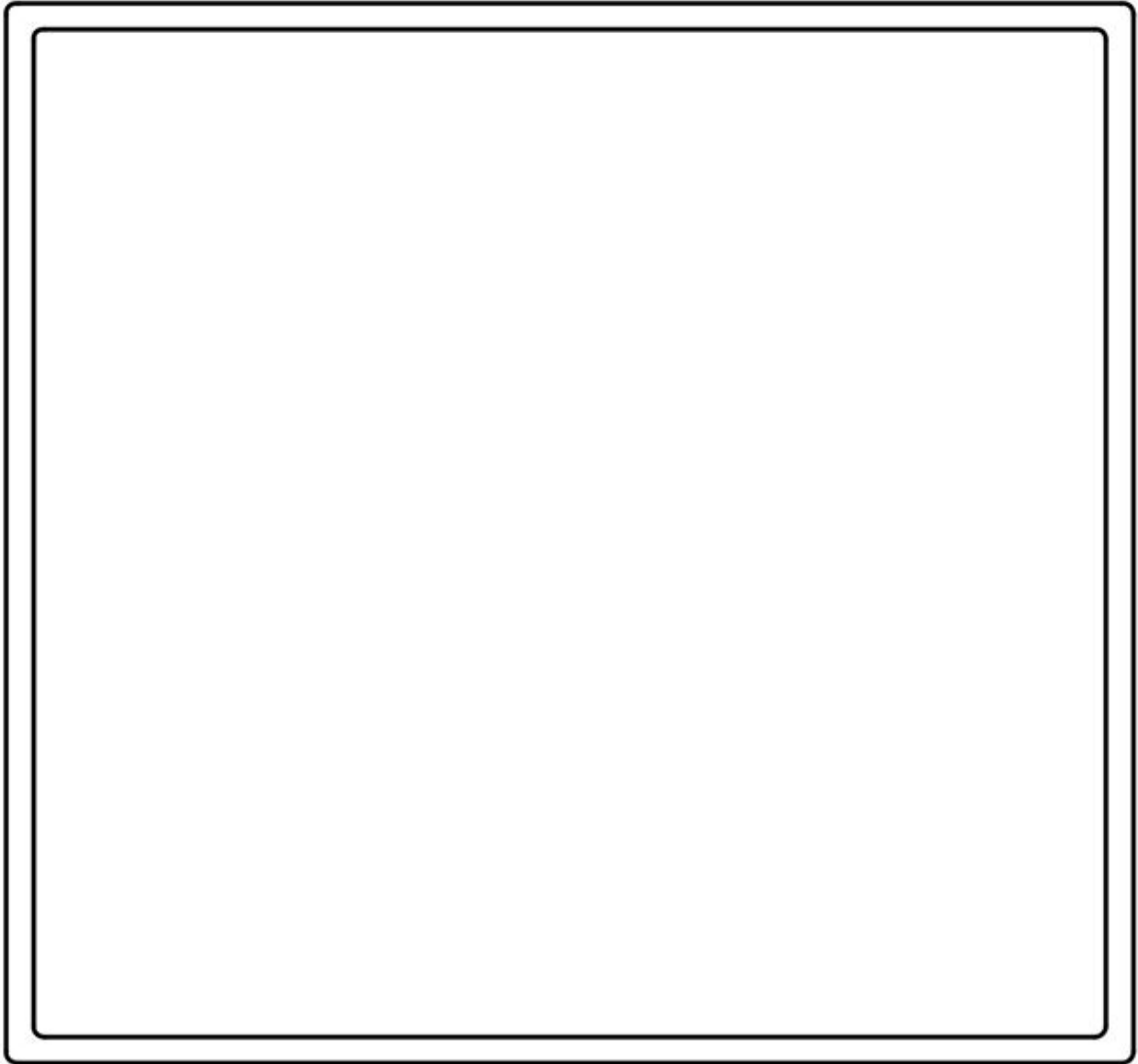
Date:



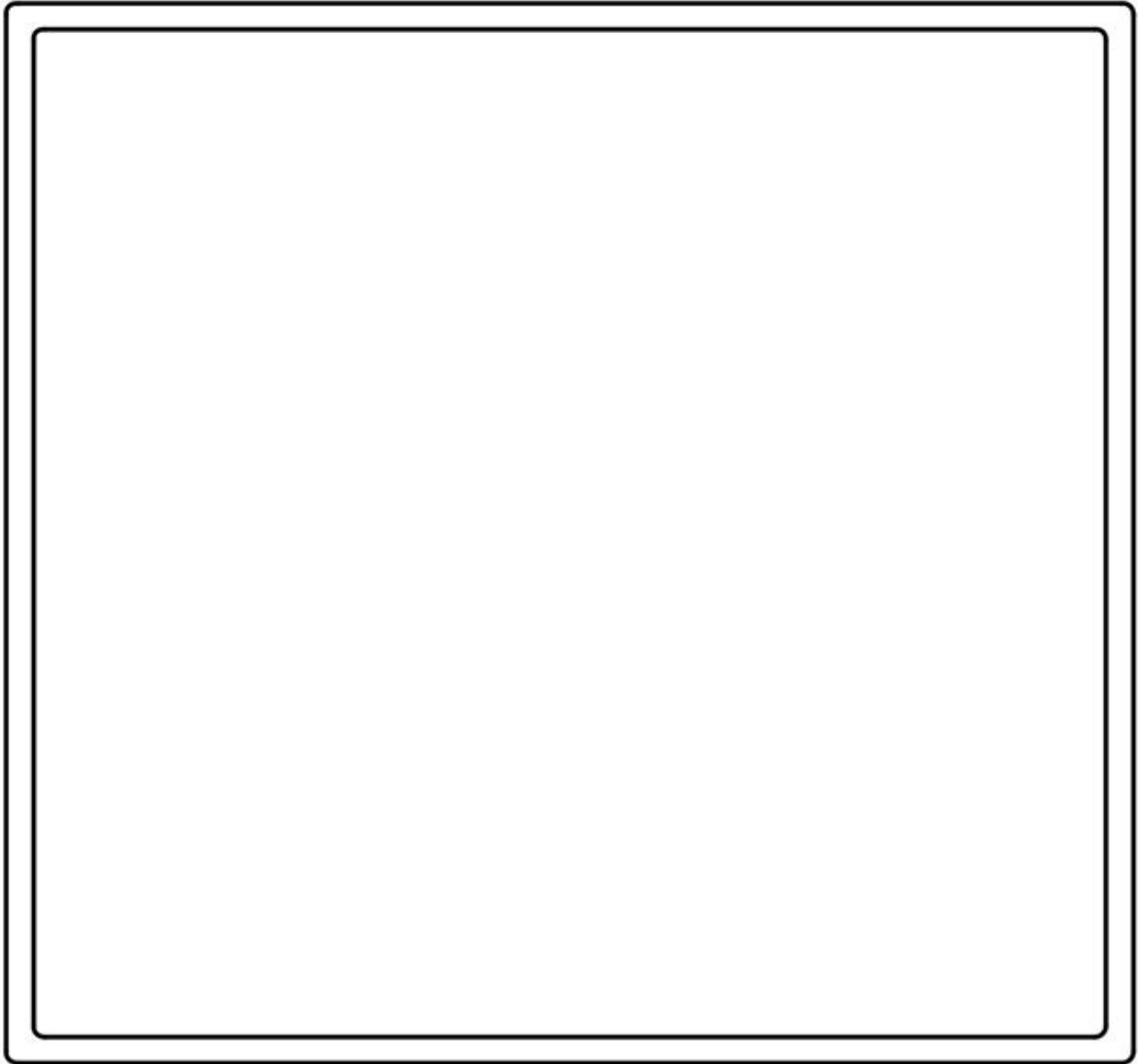
Date:



Date:



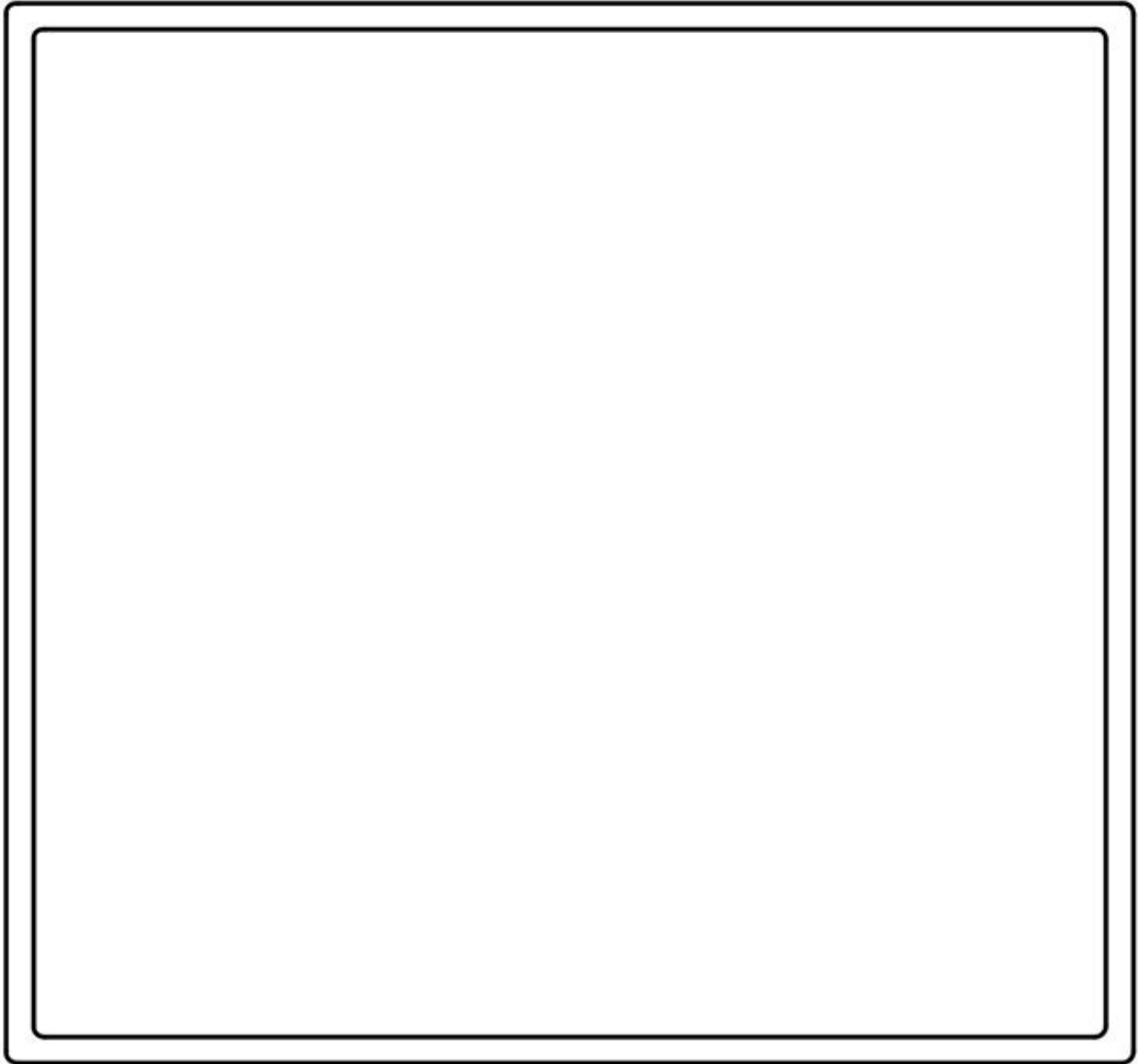
Date:



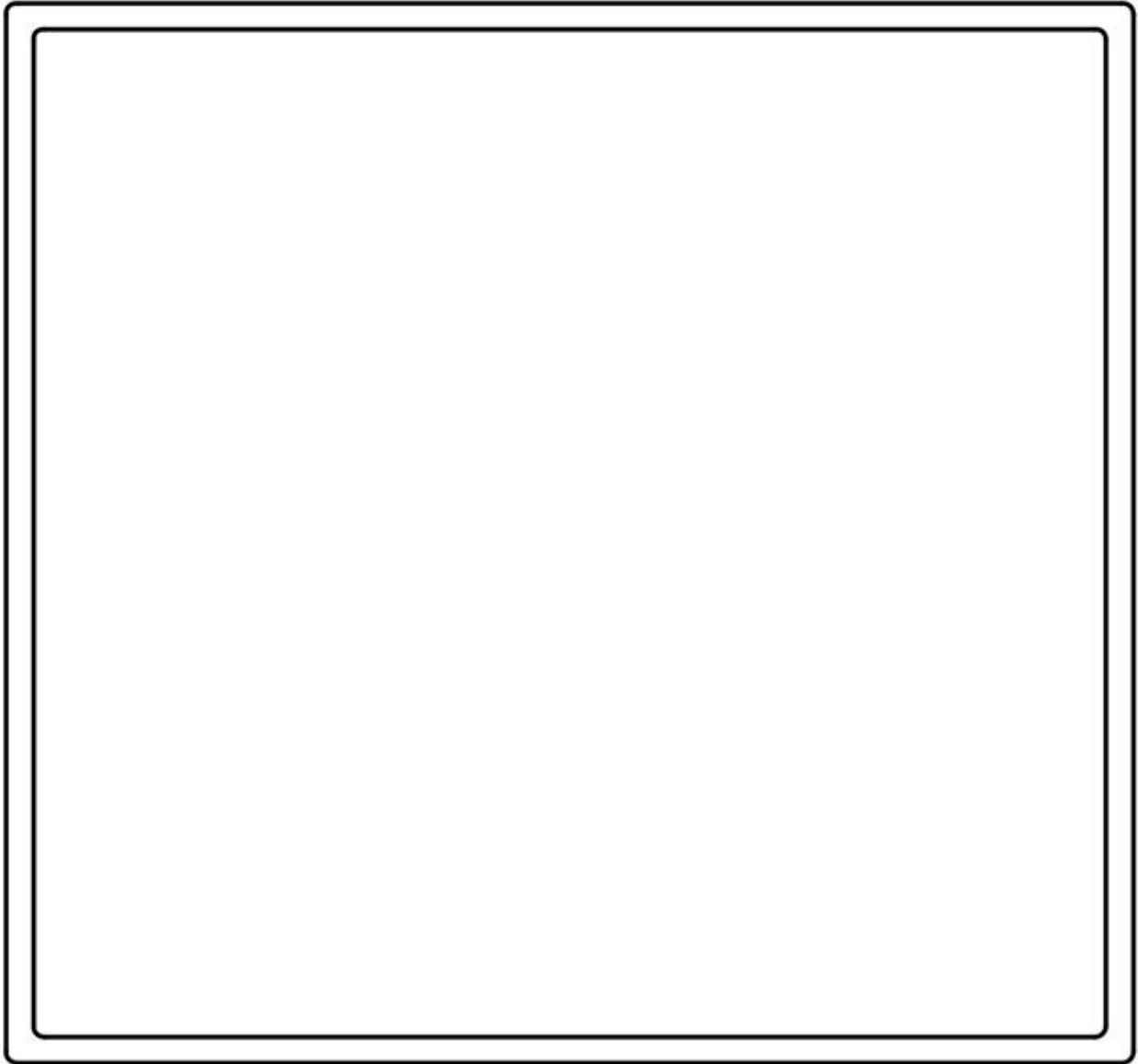
Date:



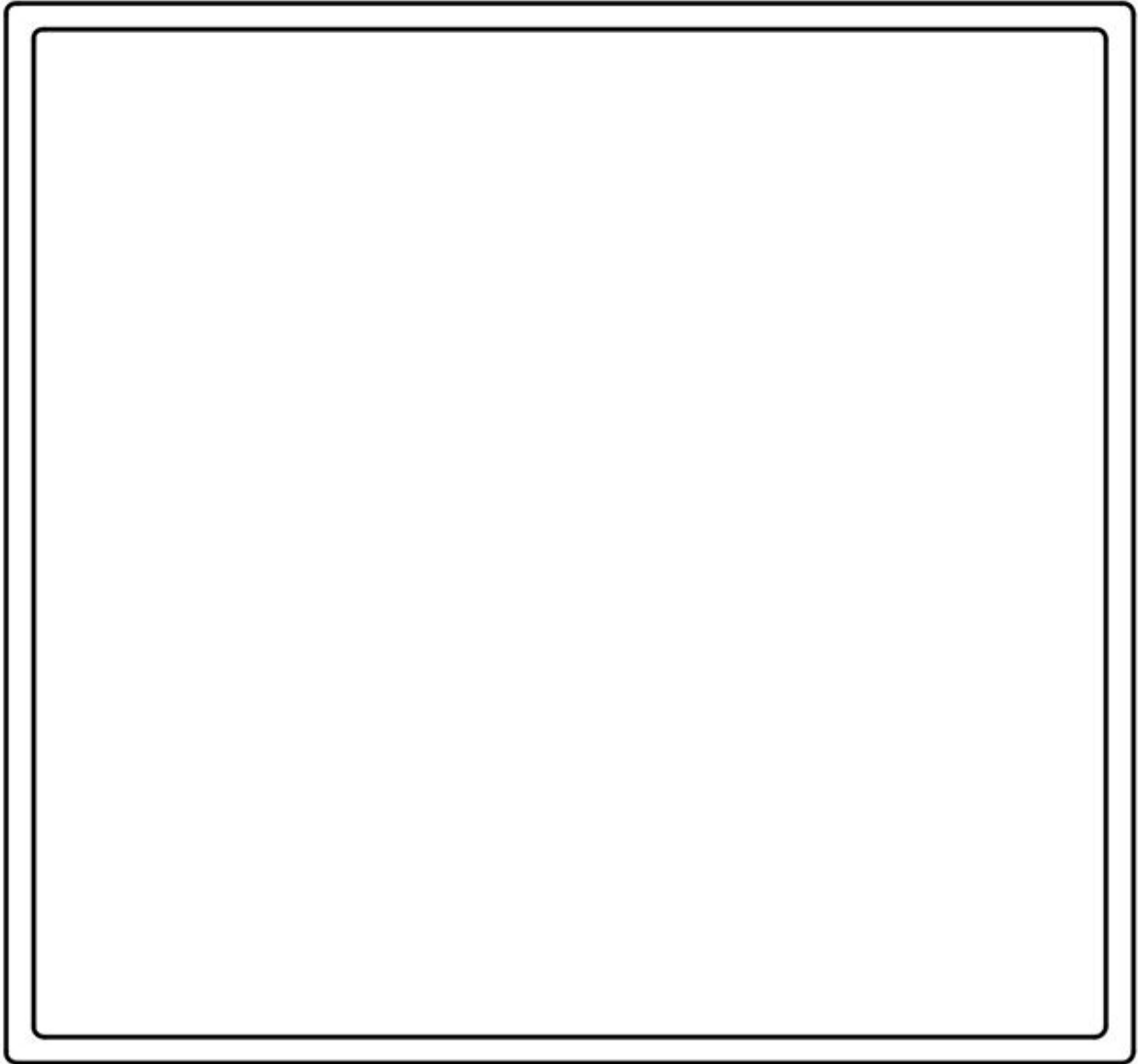
Date:



Date:



Date:



Unit 8 Lesson 7

Programming in Maze

Resources

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:

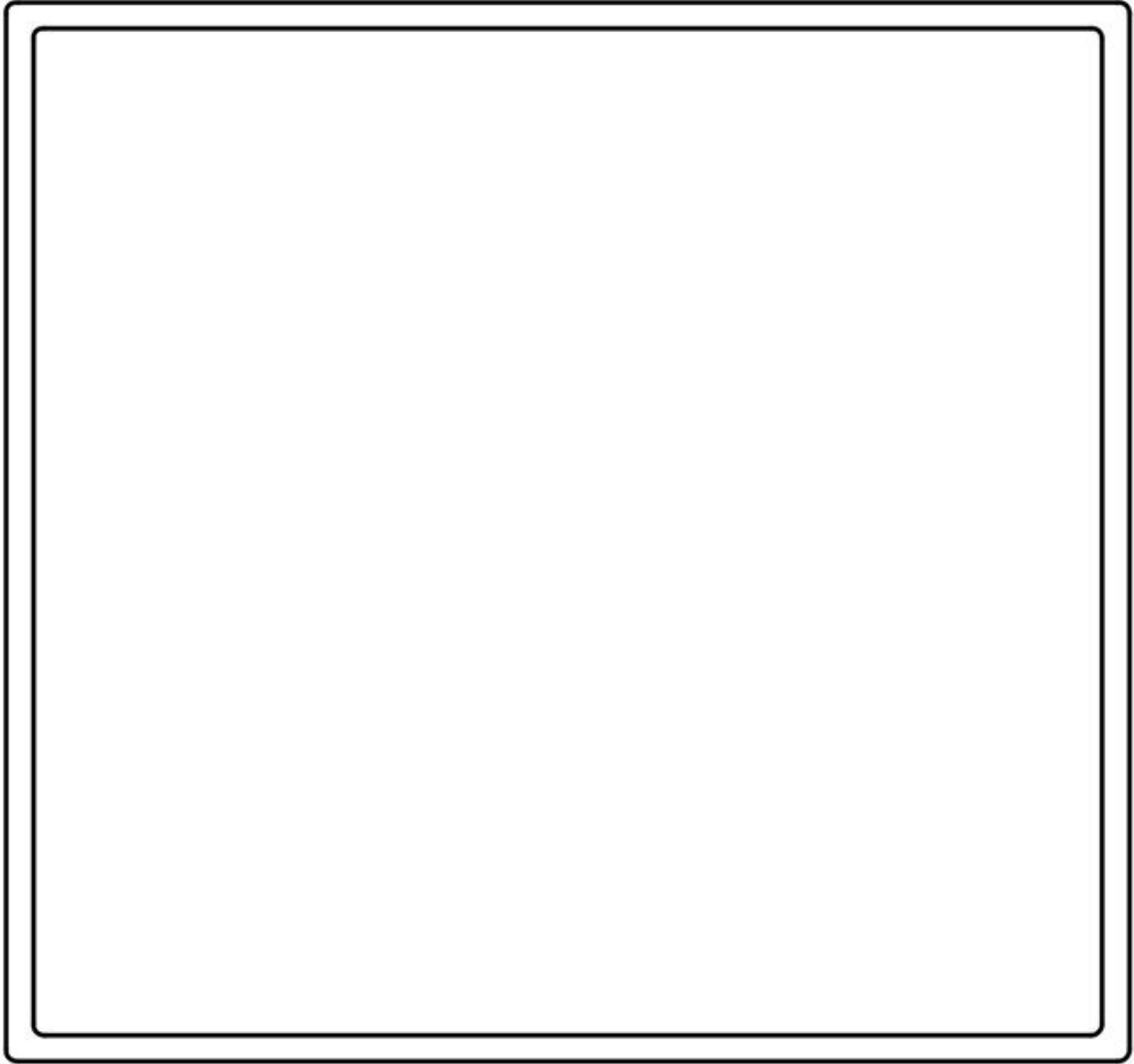
- Utilize [pair programming](#) whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
 - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before 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

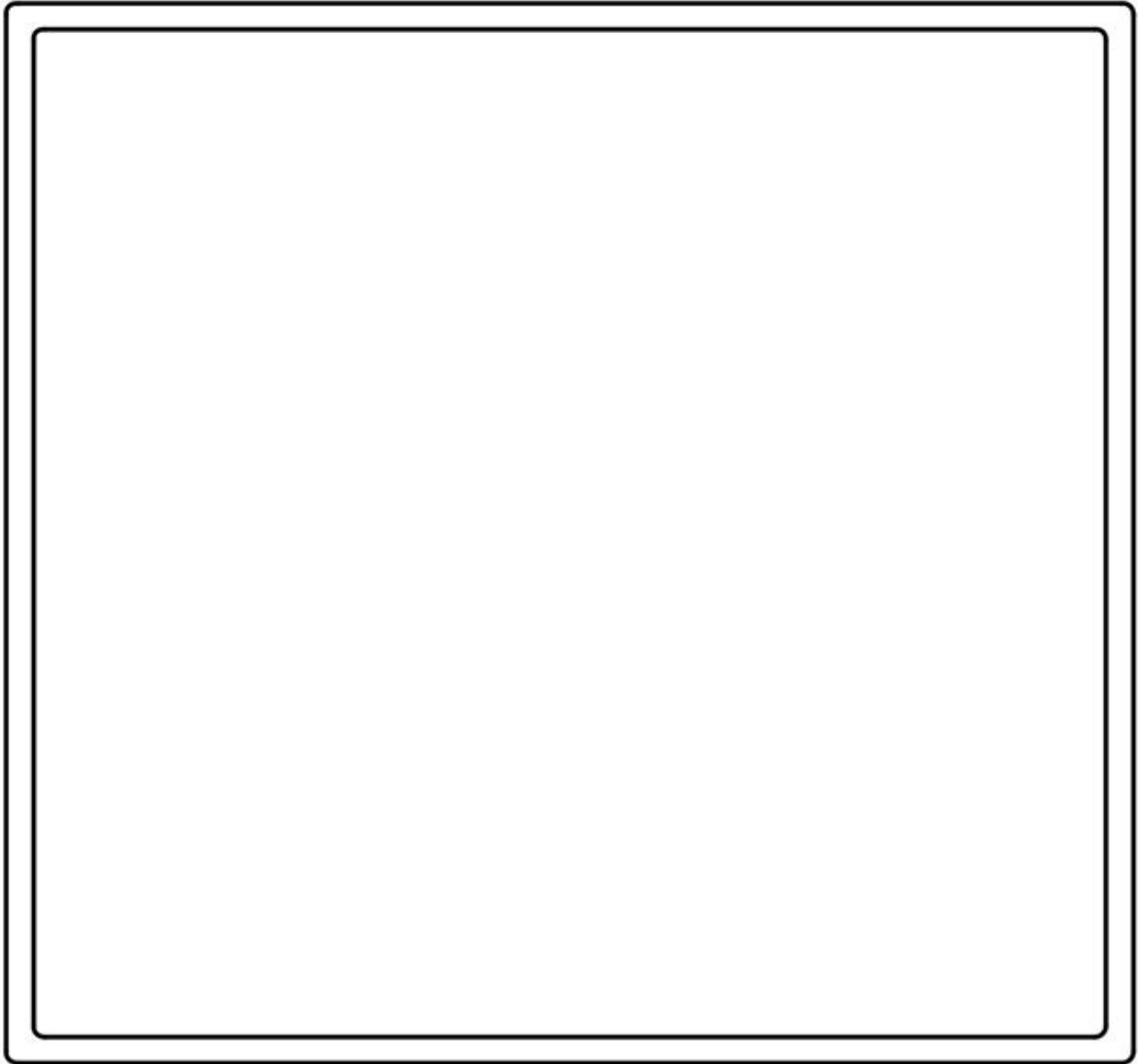


Grade:

Date:

My Think Spot Journal

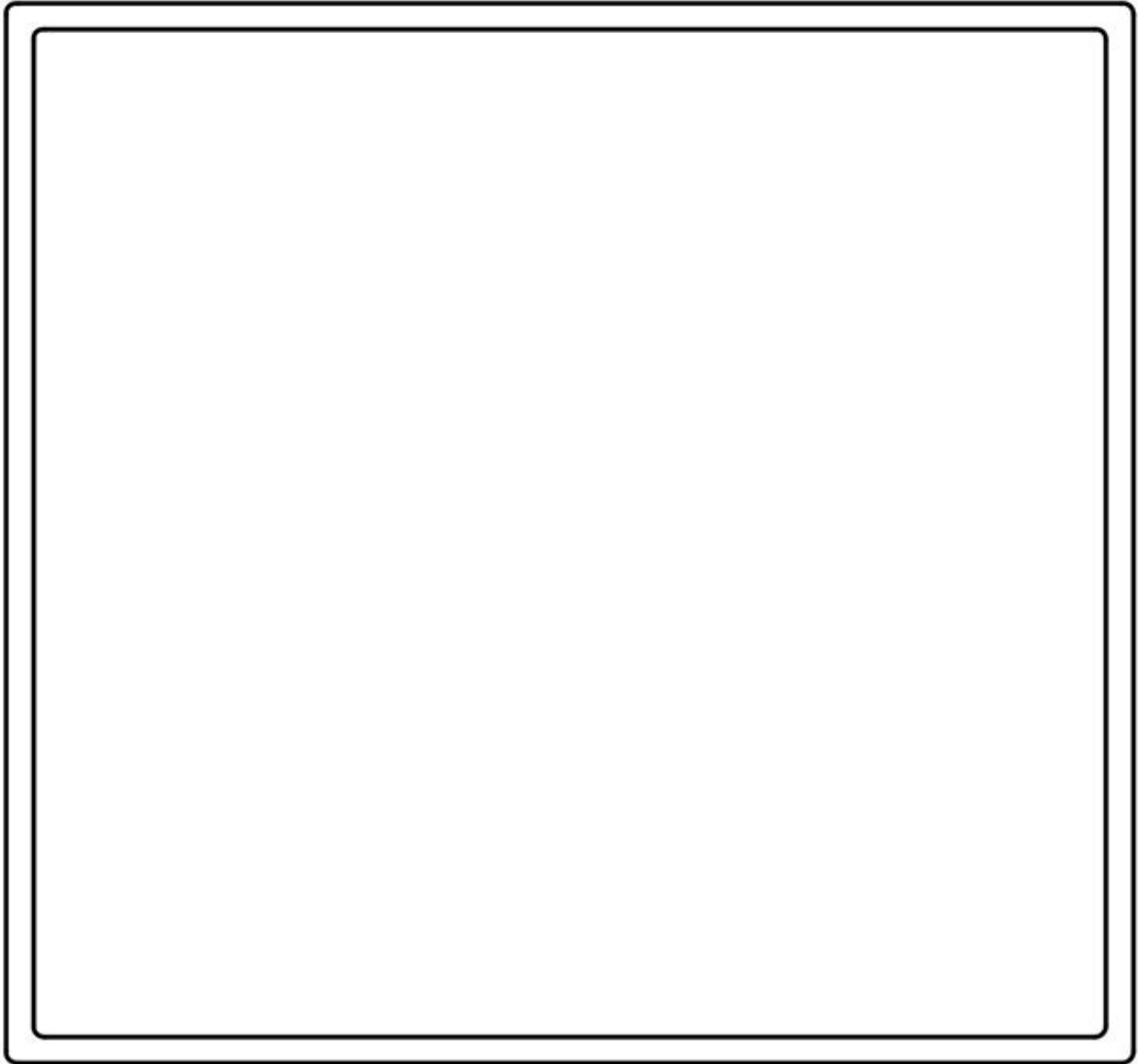
Date:



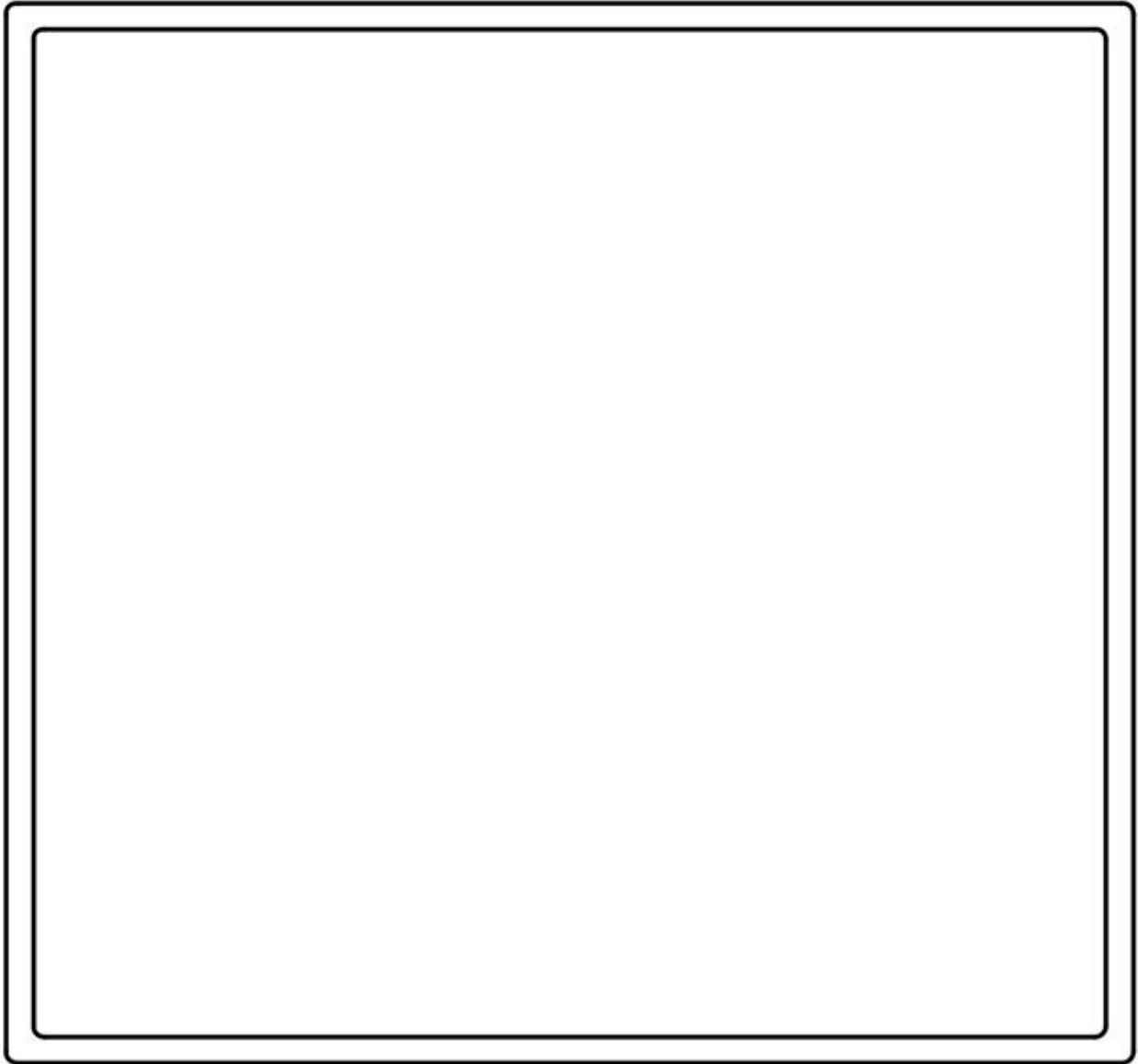
Date:



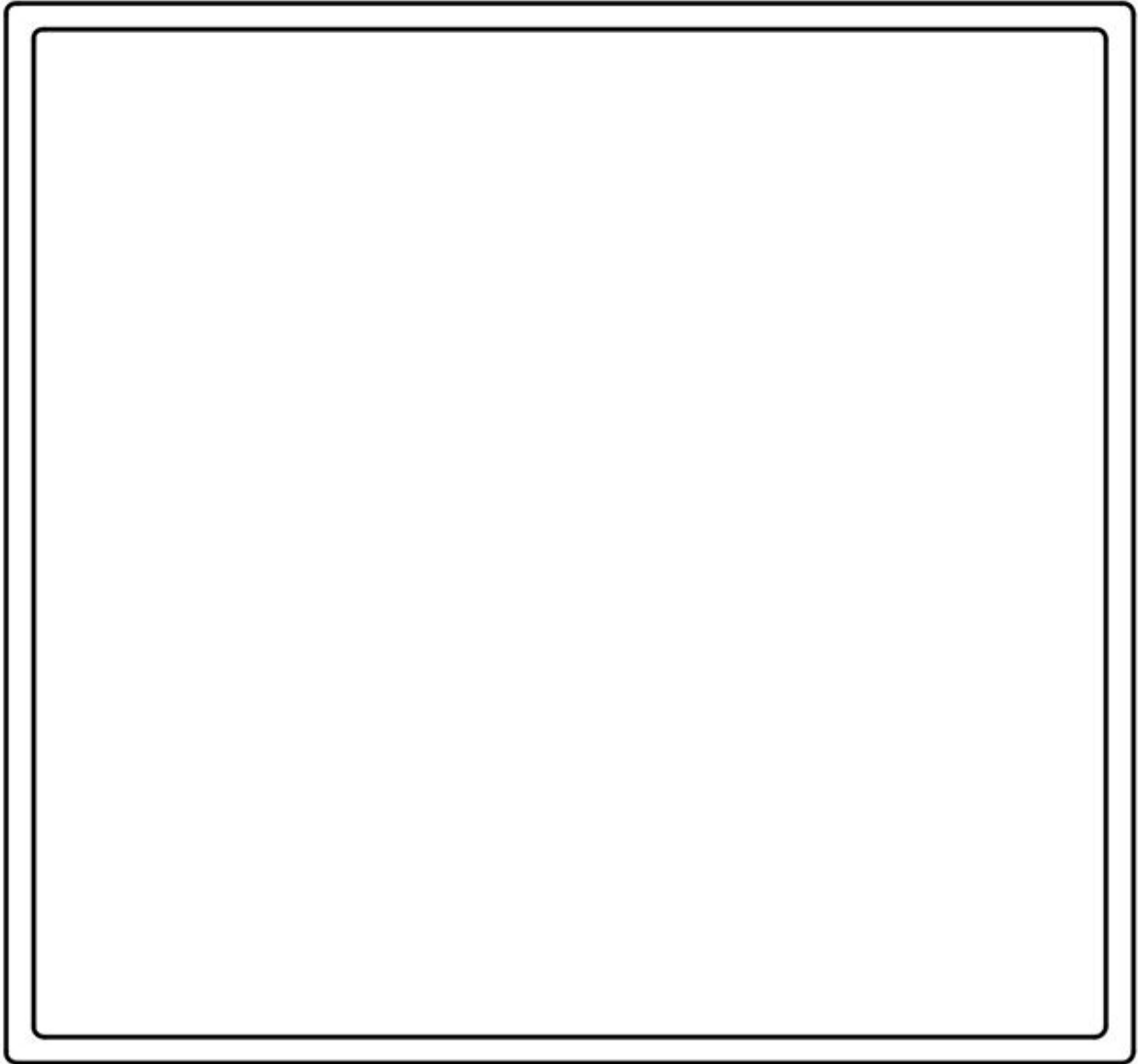
Date:



Date:



Date:



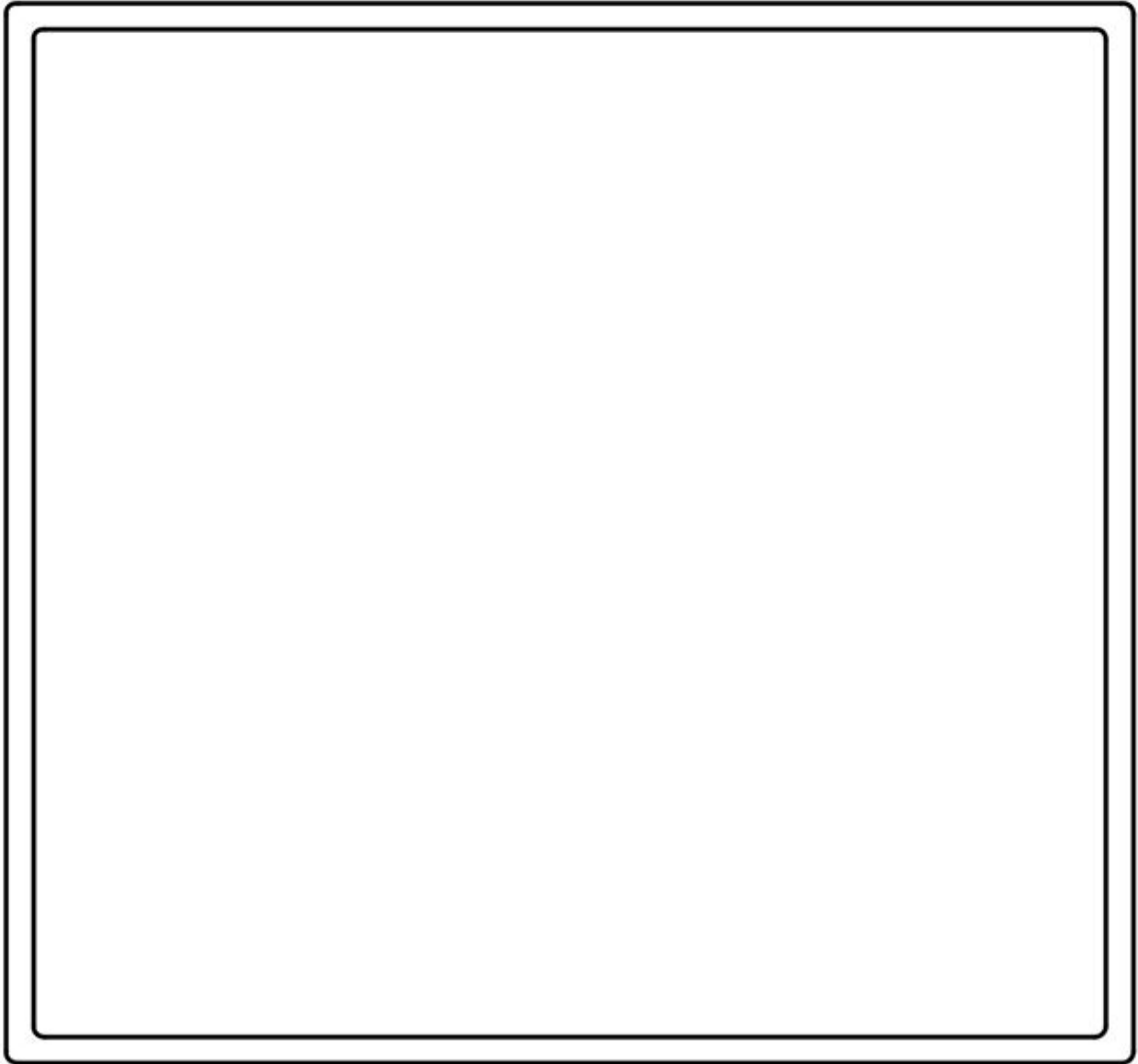
Date:



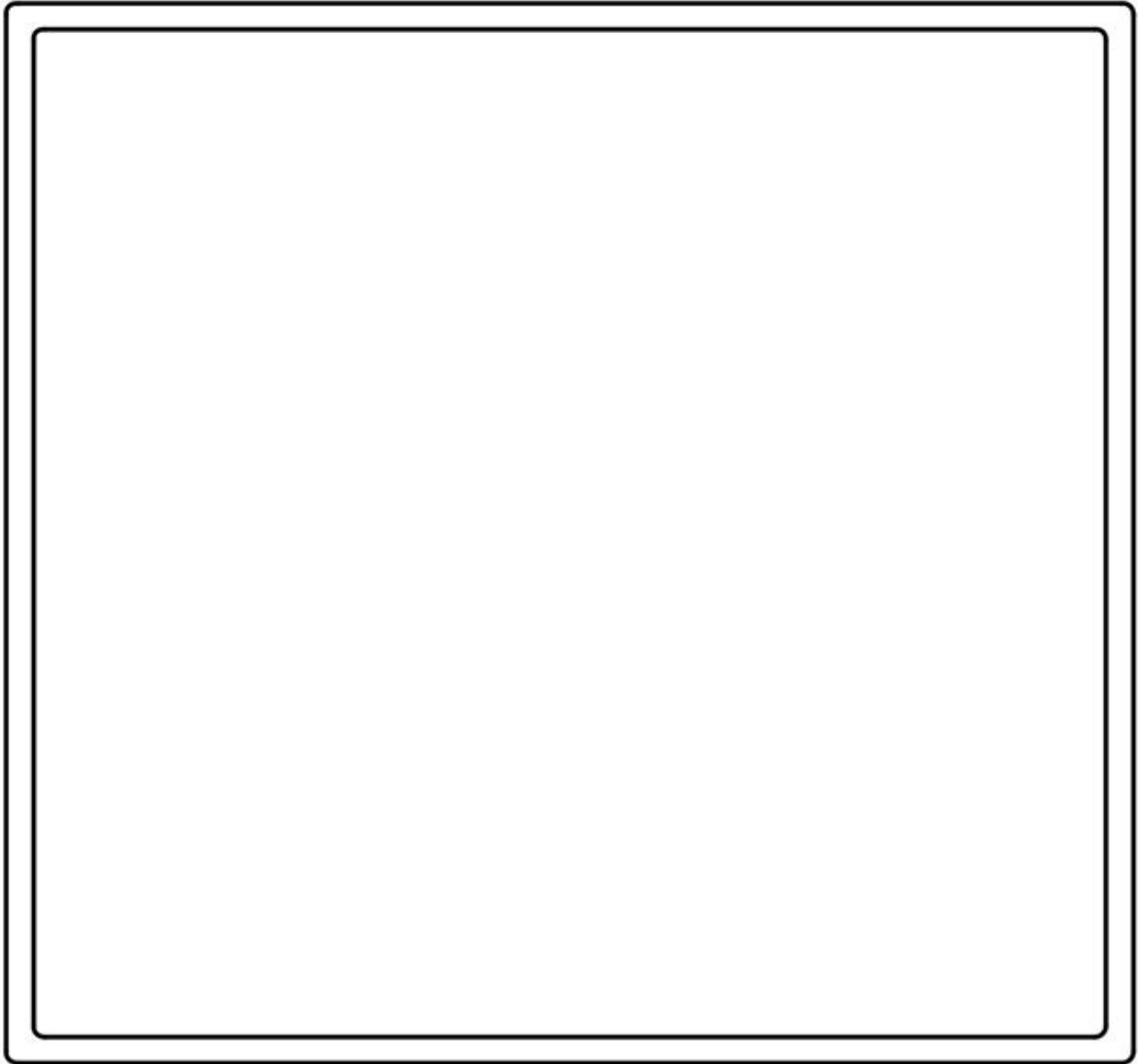
Date:



Date:



Date:



Unit 8 Lesson 8

Programming in Star Wars

Resources

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:

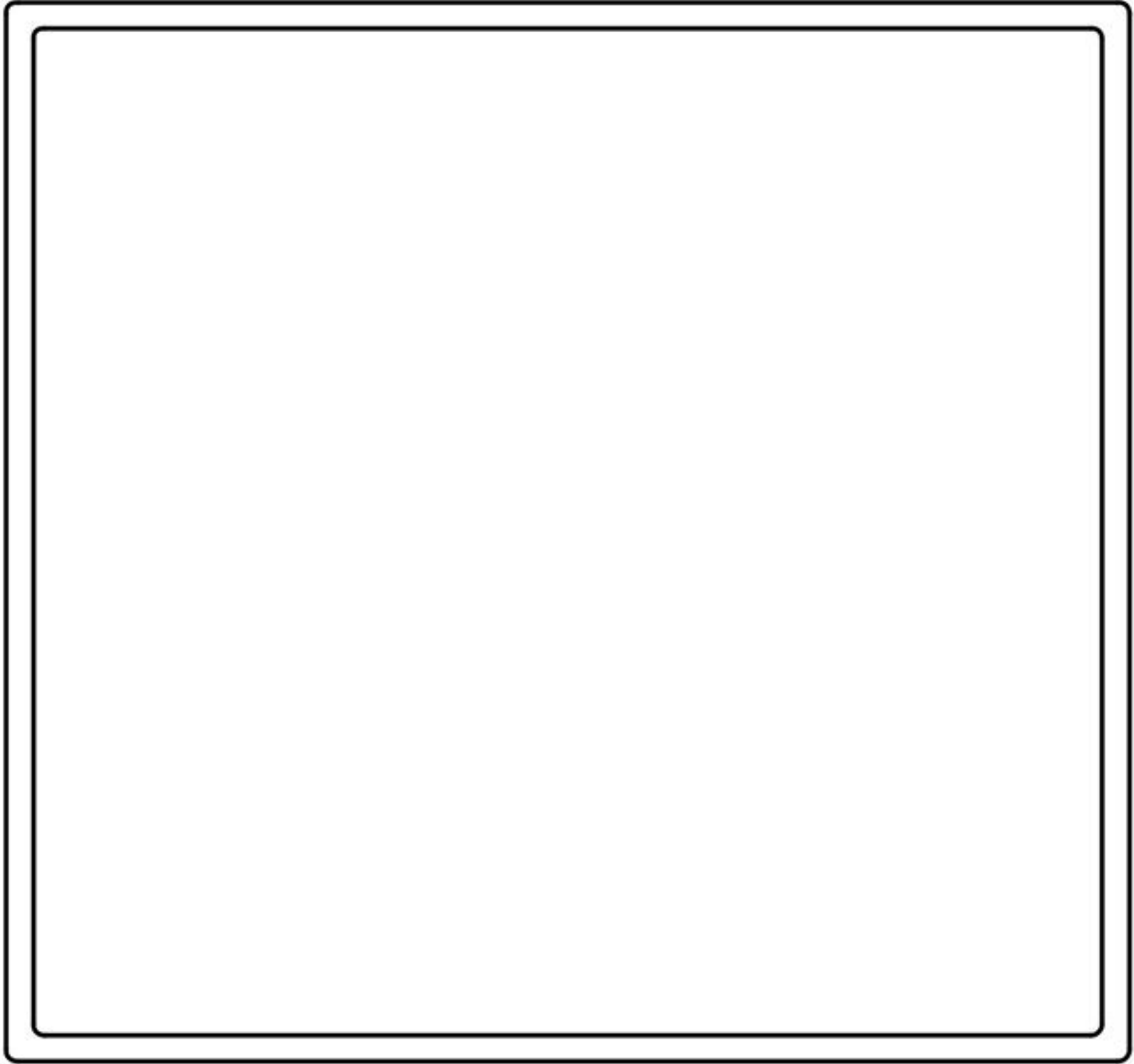
- Utilize [pair programming](#) whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
 - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before 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

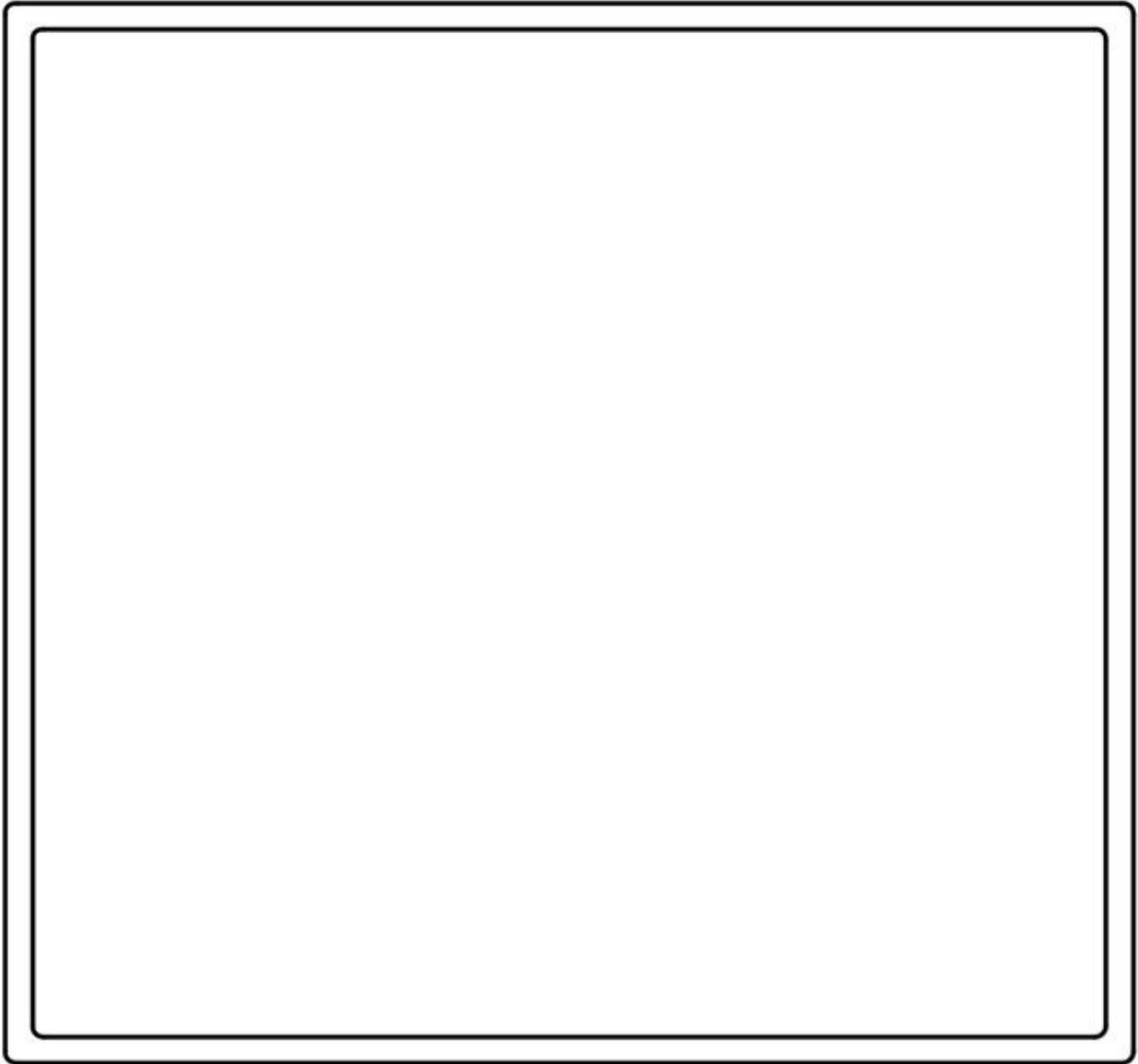


Grade:

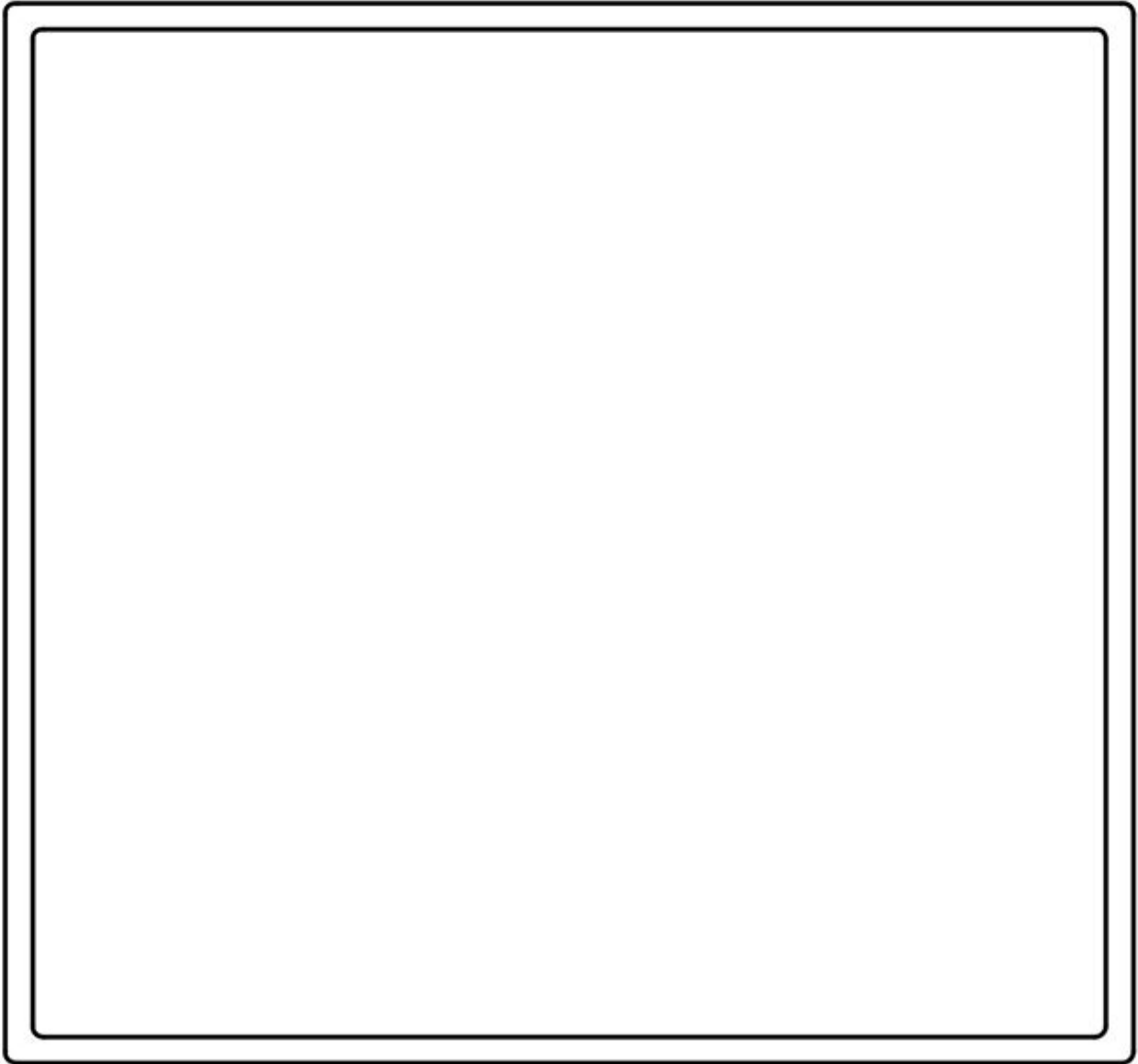
Date:

My Think Spot Journal

Date:



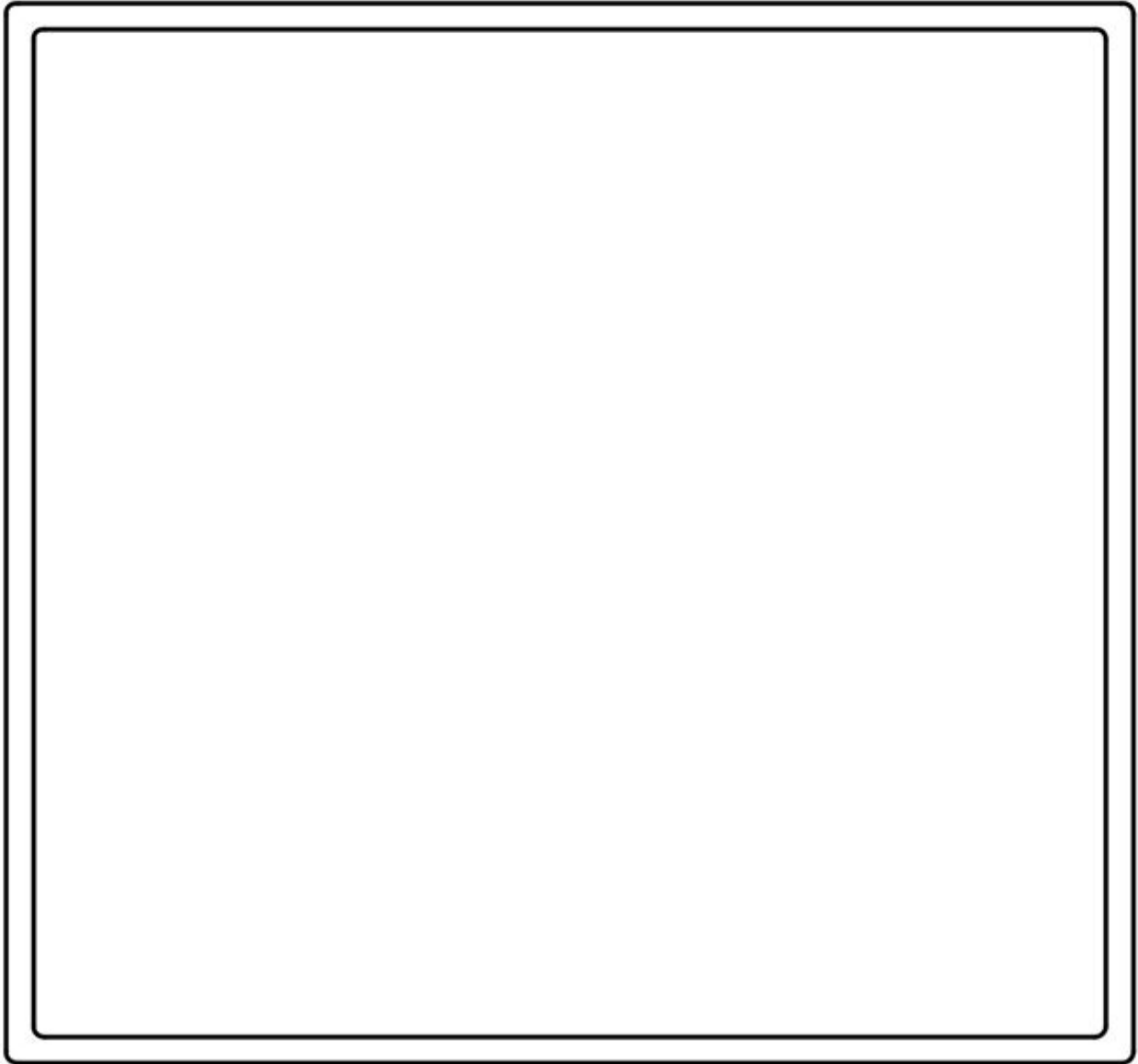
Date:



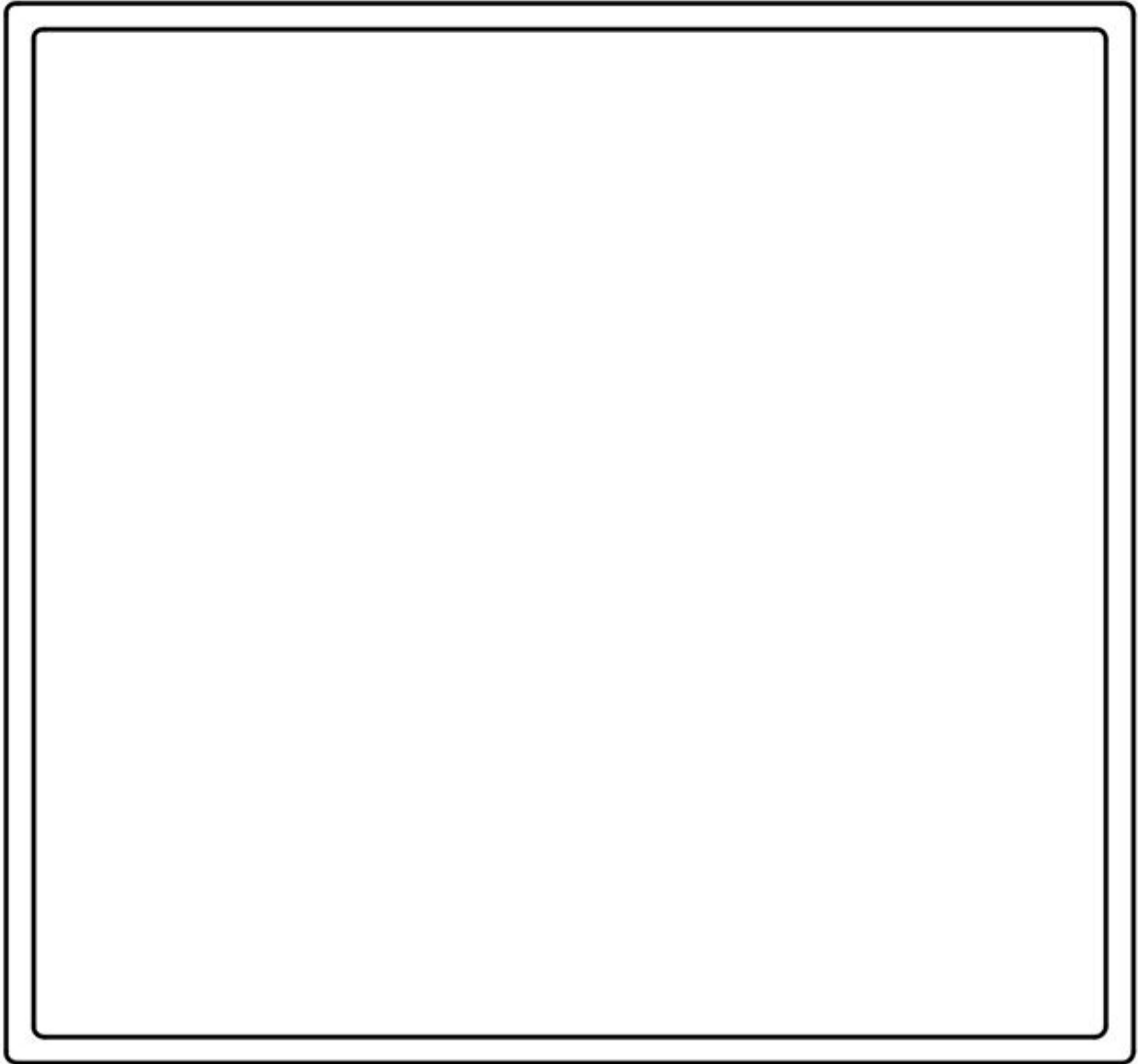
Date:



Date:



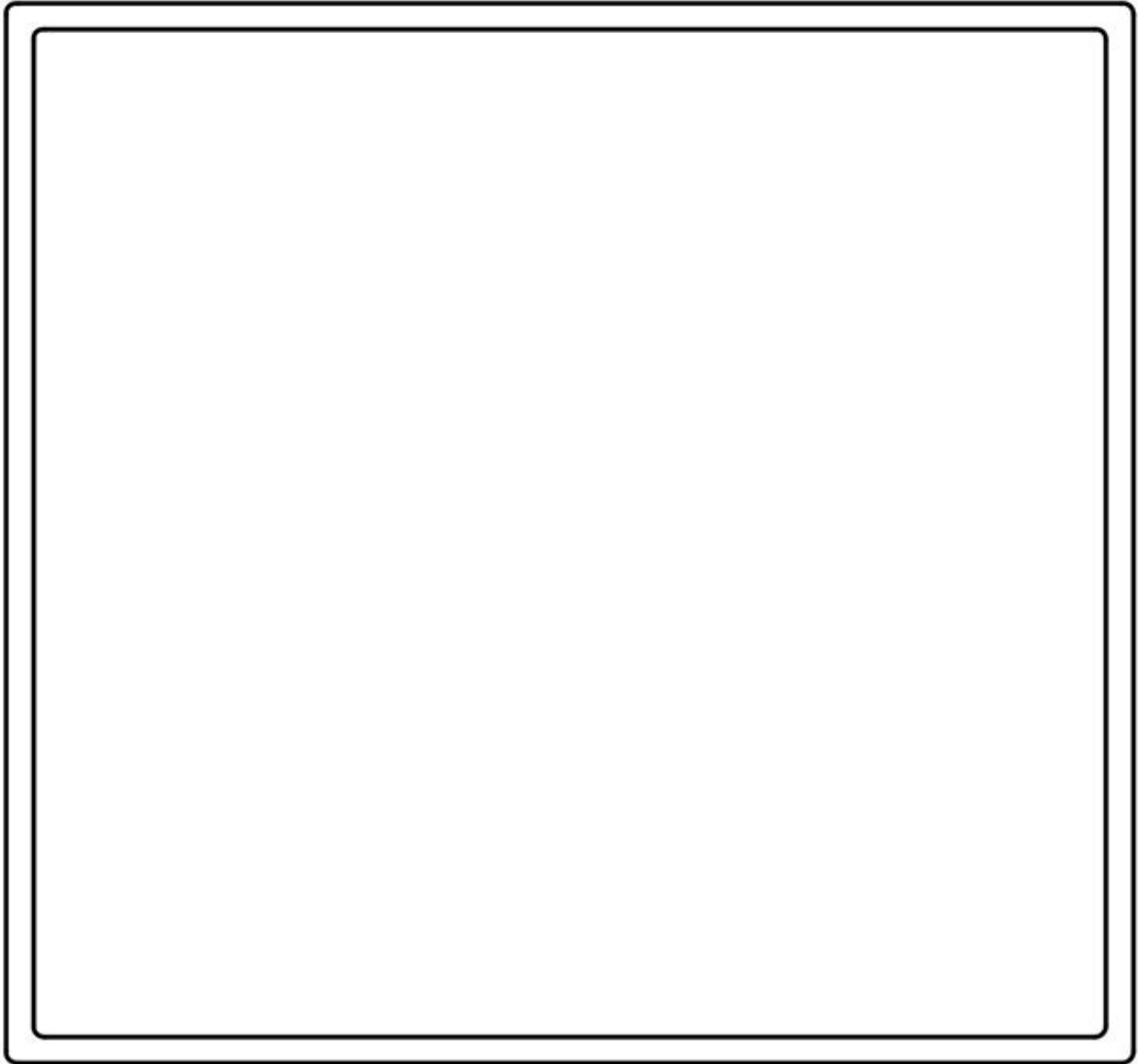
Date:



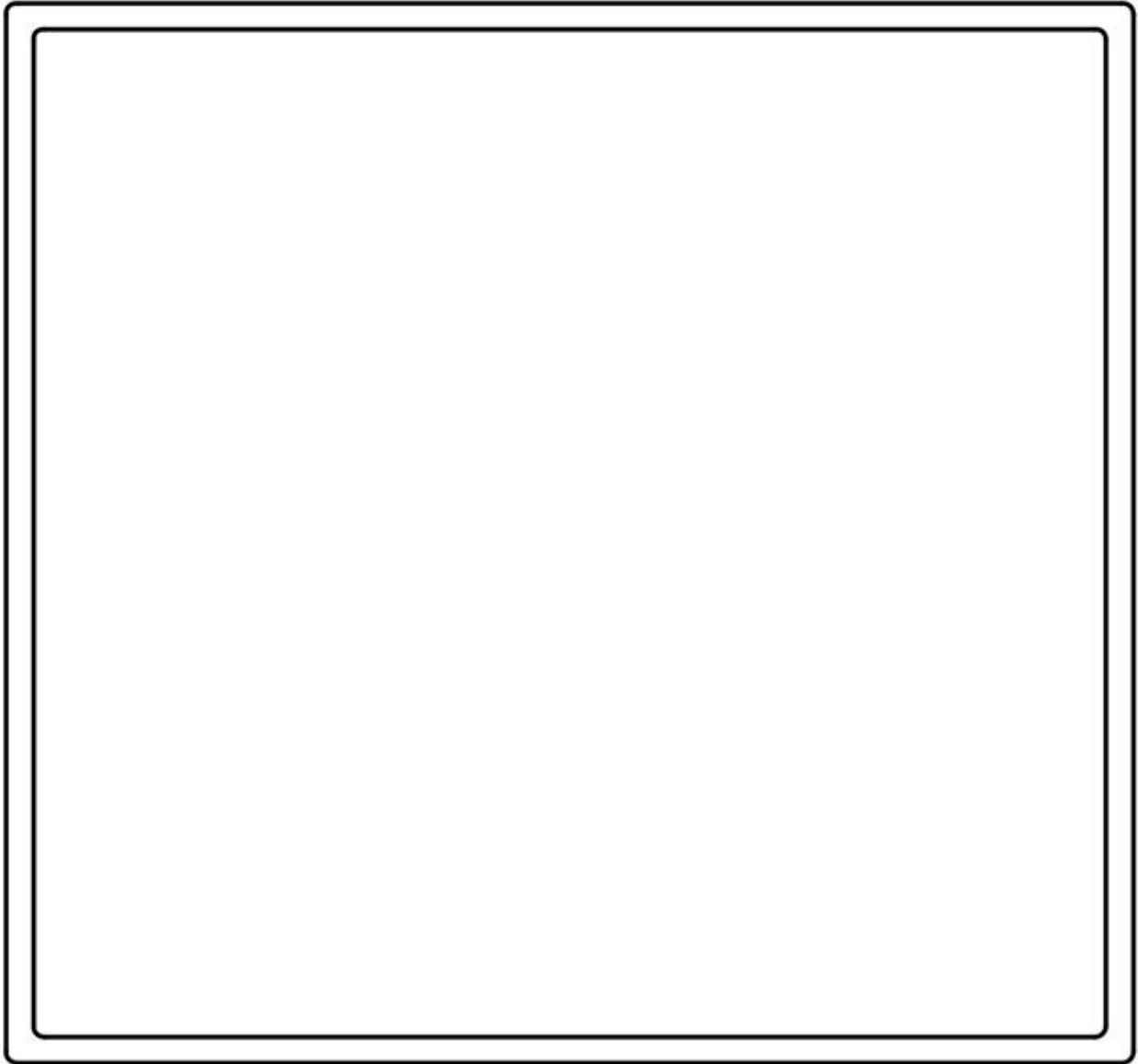
Date:



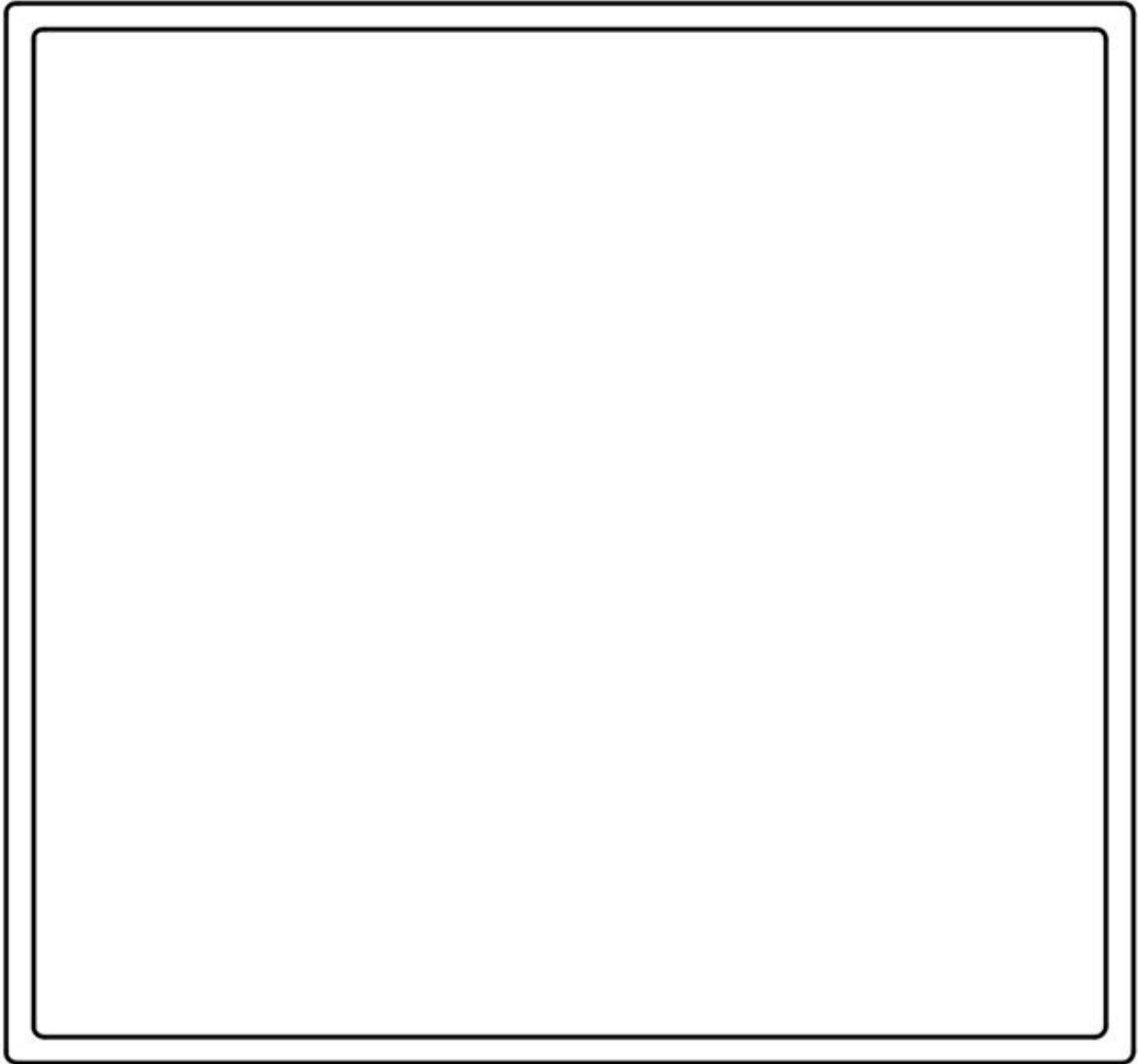
Date:



Date:



Date:



Unit 8 Lesson 9

My Loopy Robotic Friends

Resources

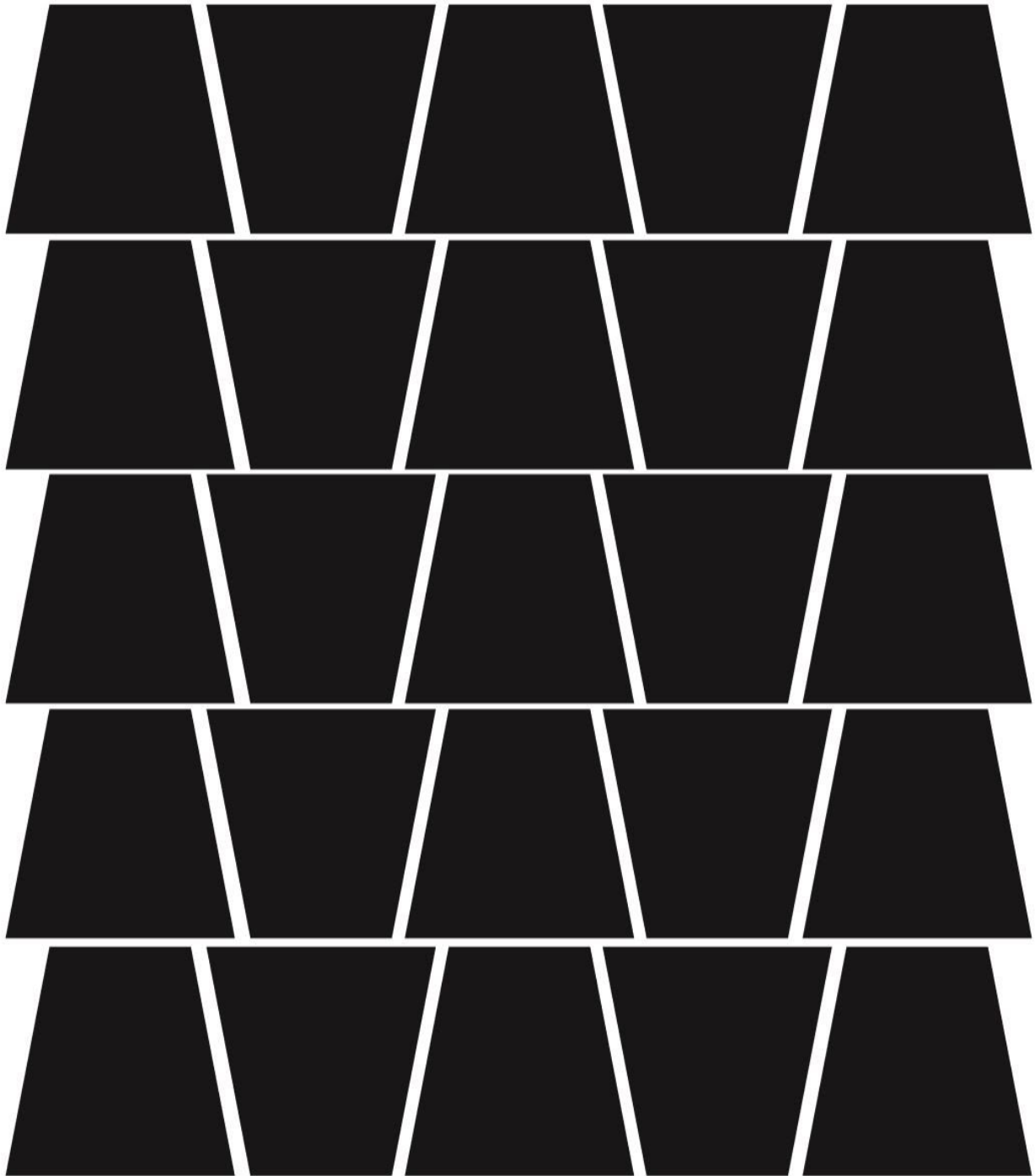
My Robotic Friends

Paper Trapezoids



To cut quickly:

First cut in horizontal strips, then snip along lines to make trapezoids.



My Robotic Friends

Symbol Key



Pick Up Cup



Put Down Cup



Step Forward



Step Backward

My Robotic Friends

Cup Stack Ideas



My Robotic Friends

Cup Stack Ideas



Unit 8 Lesson 10

Loops in Collector

Resources

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:

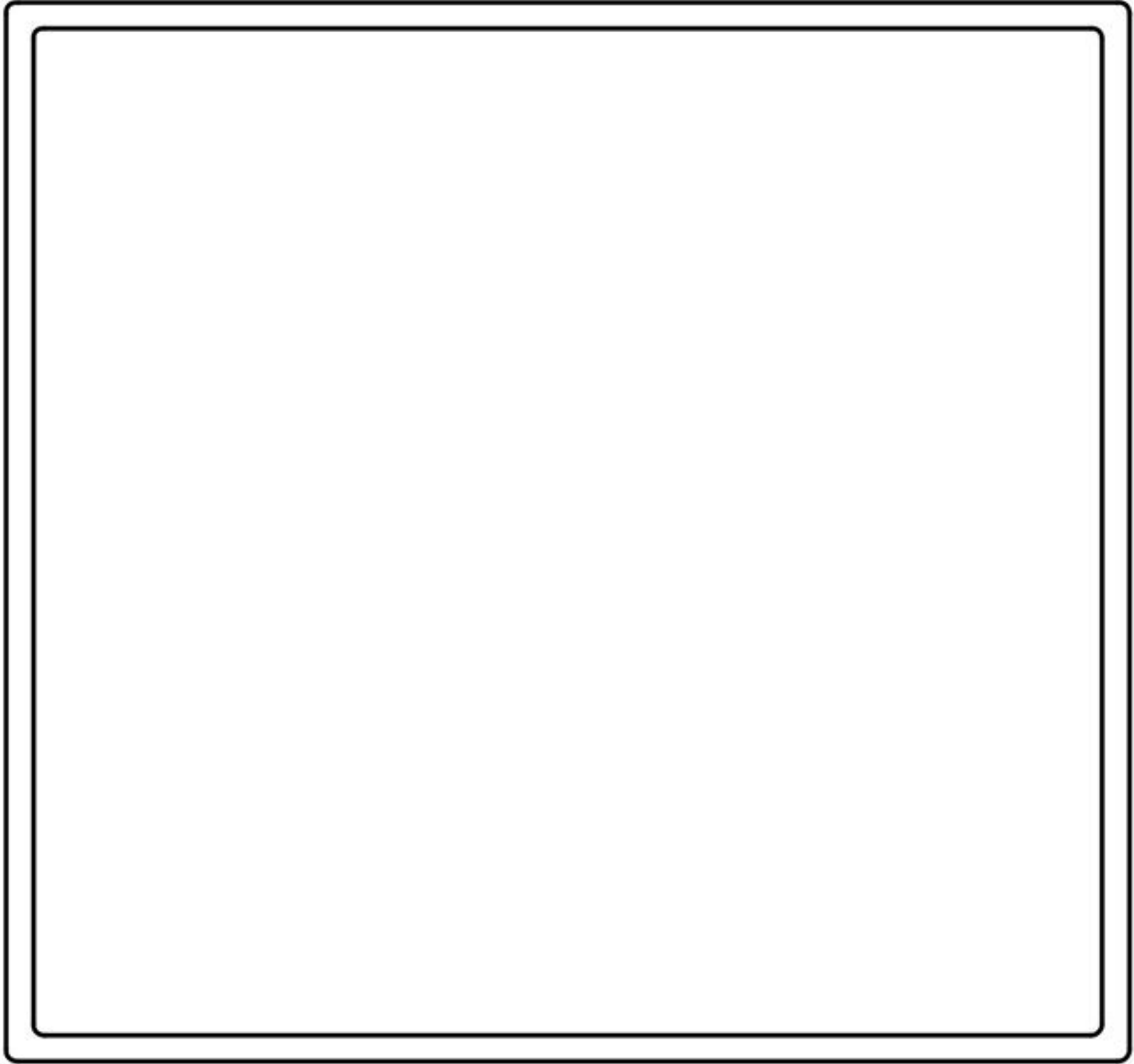
- Utilize [pair programming](#) whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
 - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before 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

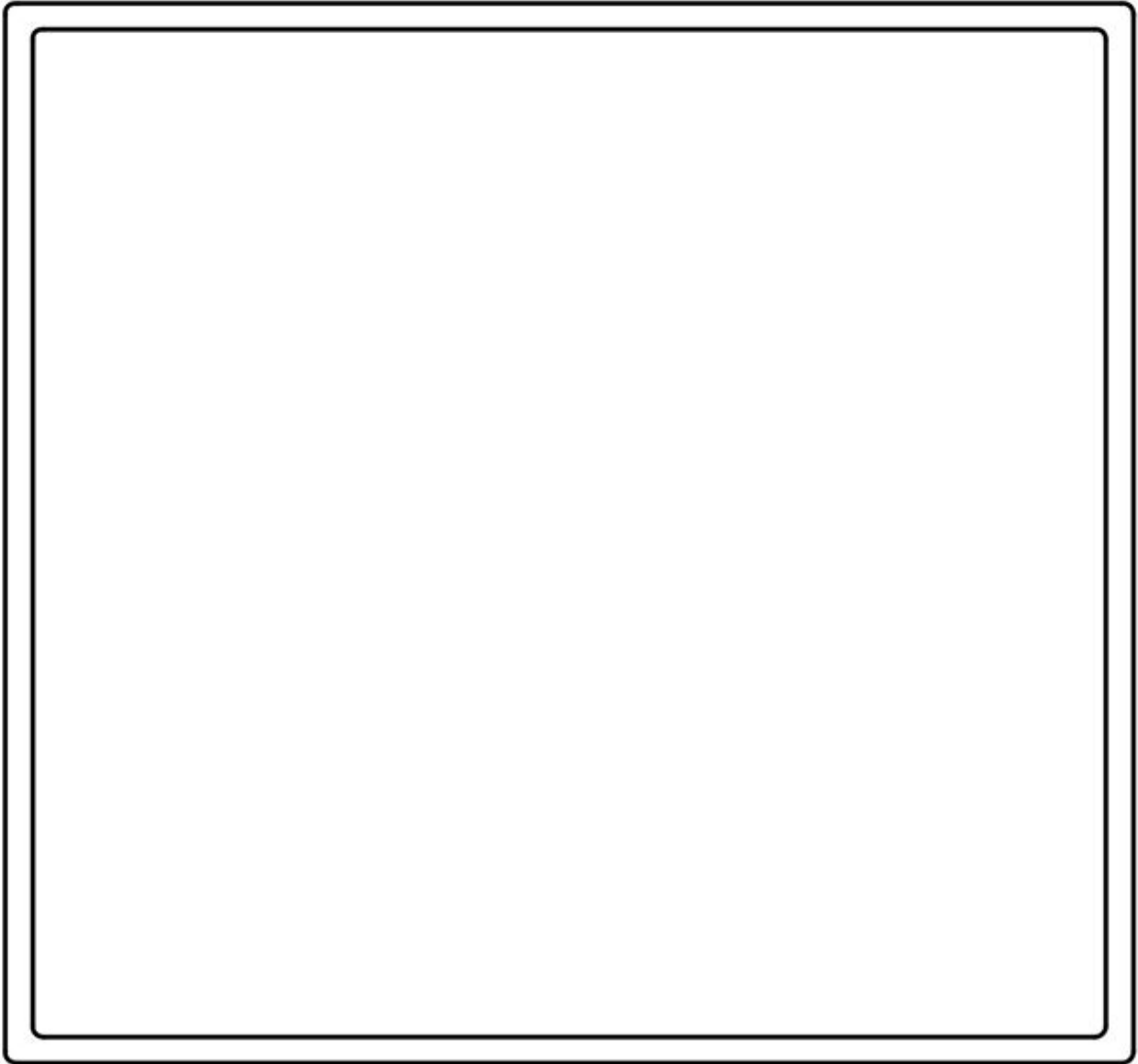


Grade:

Date:

My Think Spot Journal

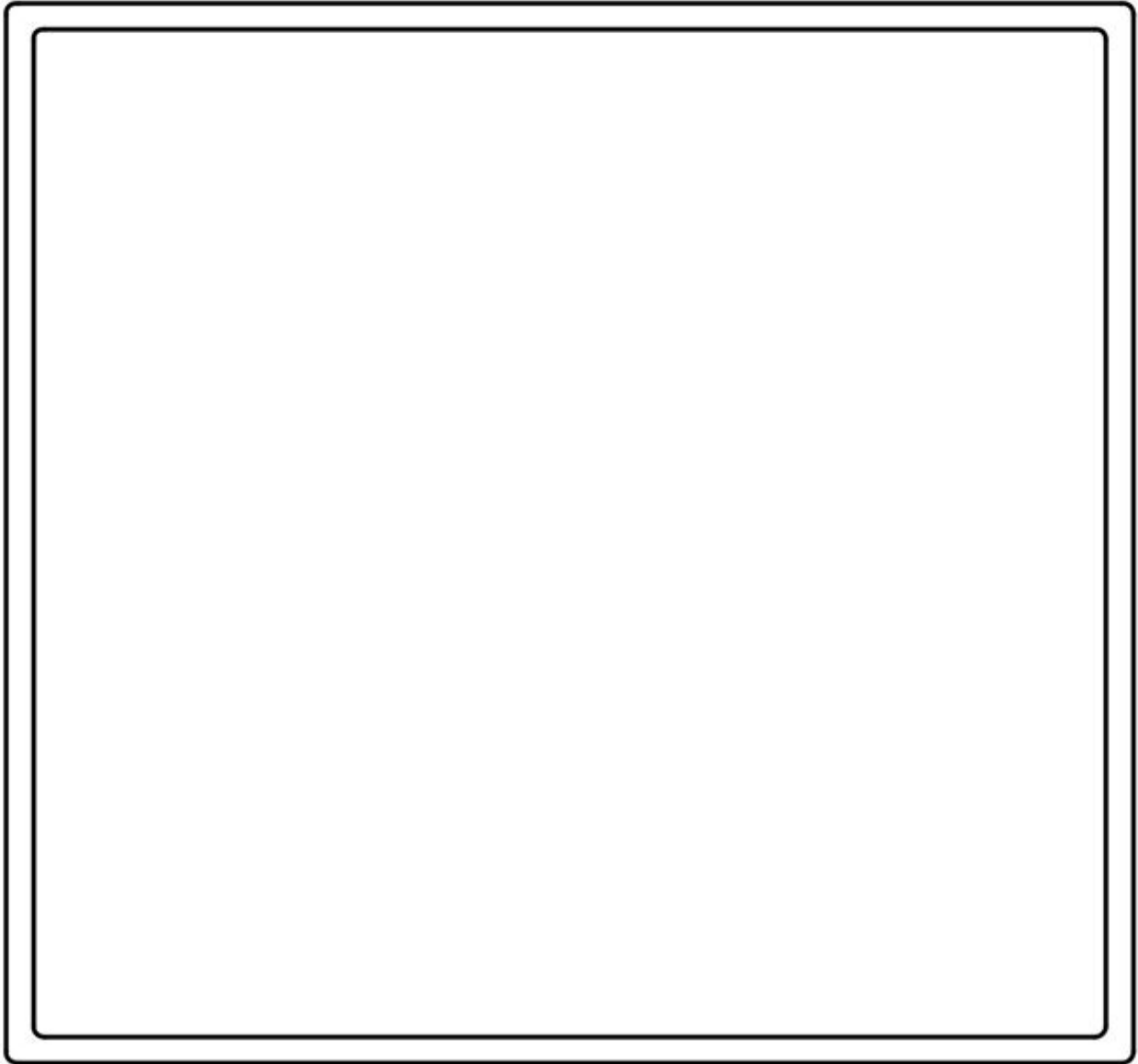
Date:



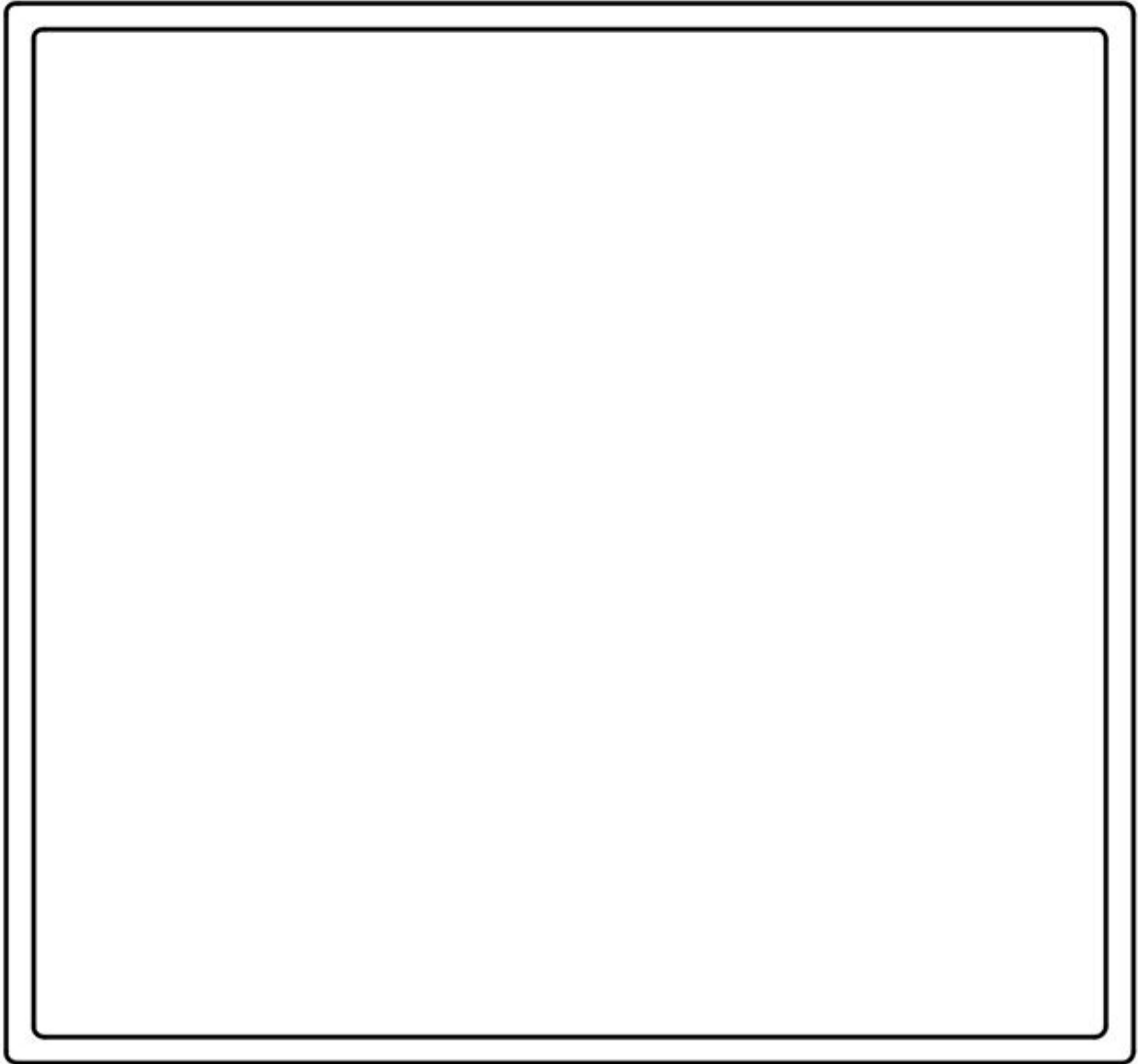
Date:



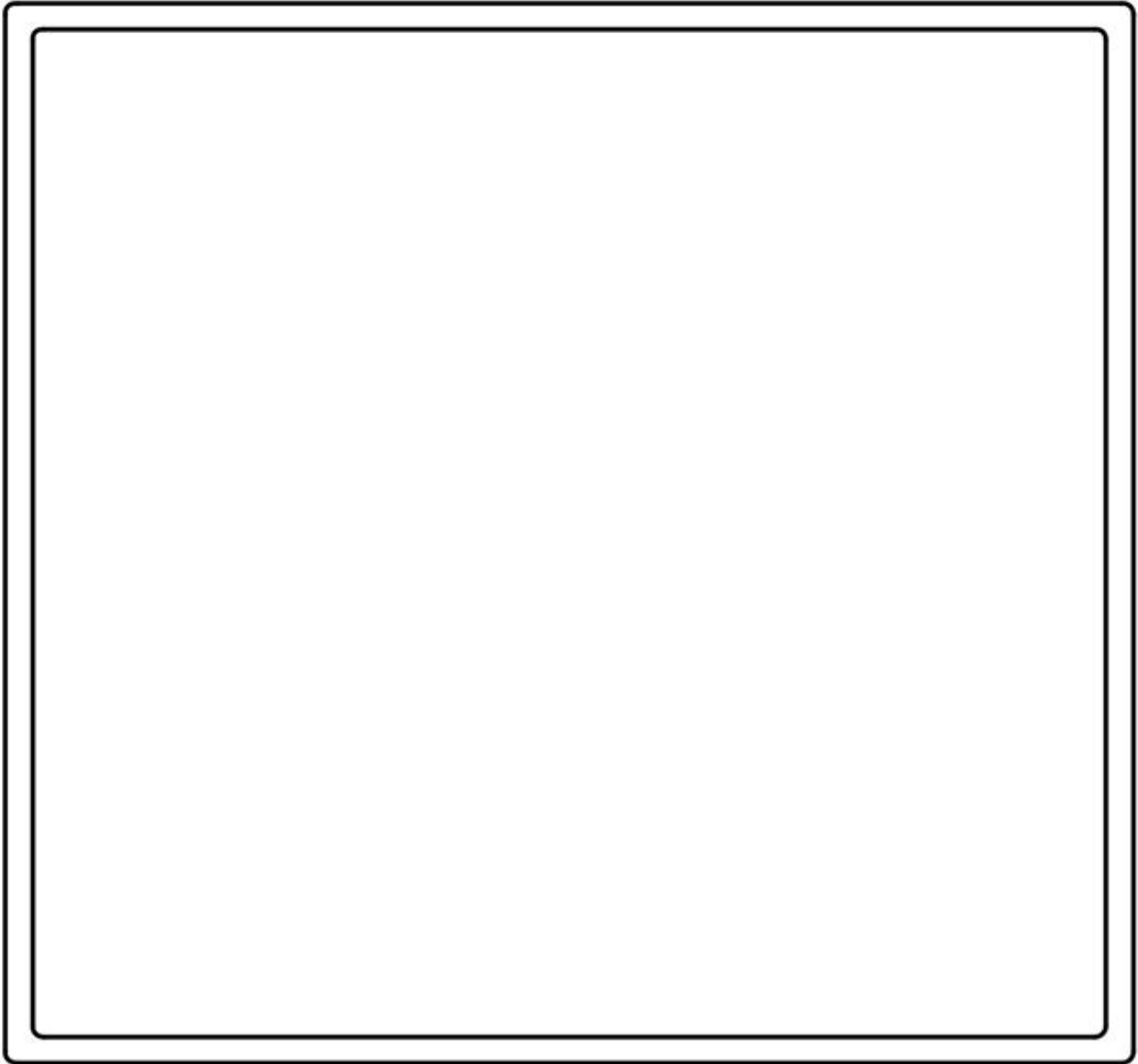
Date:



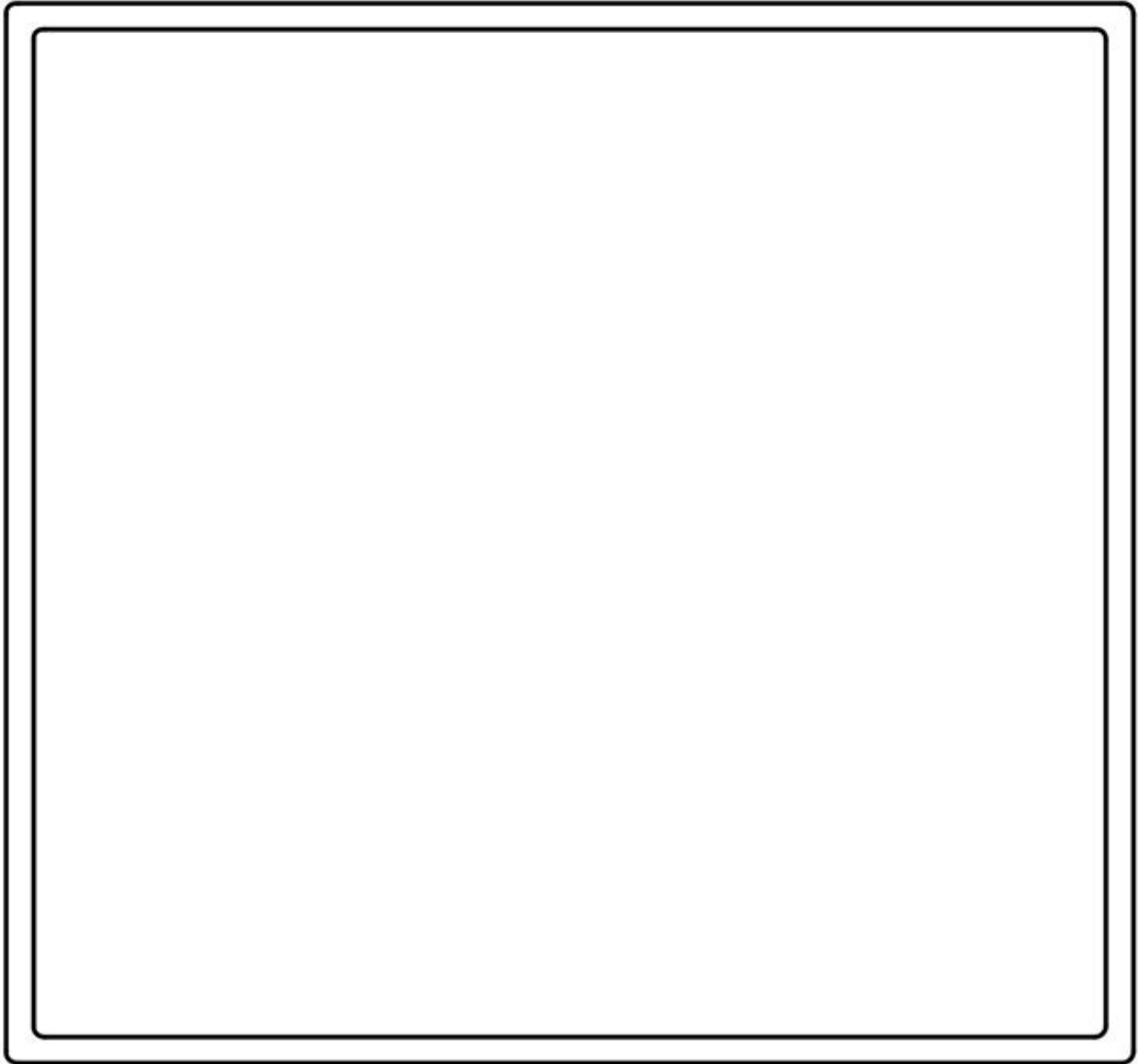
Date:



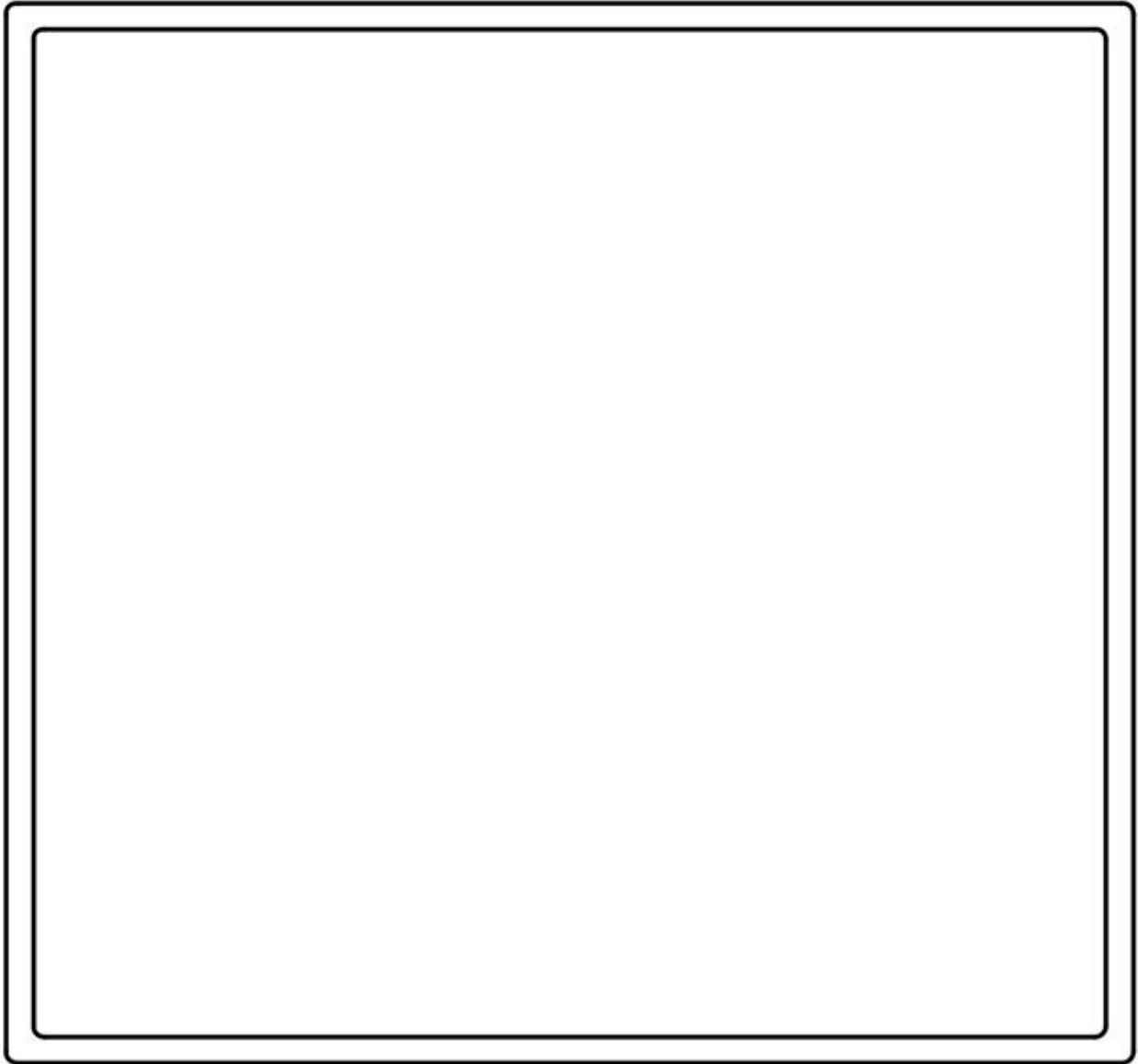
Date:



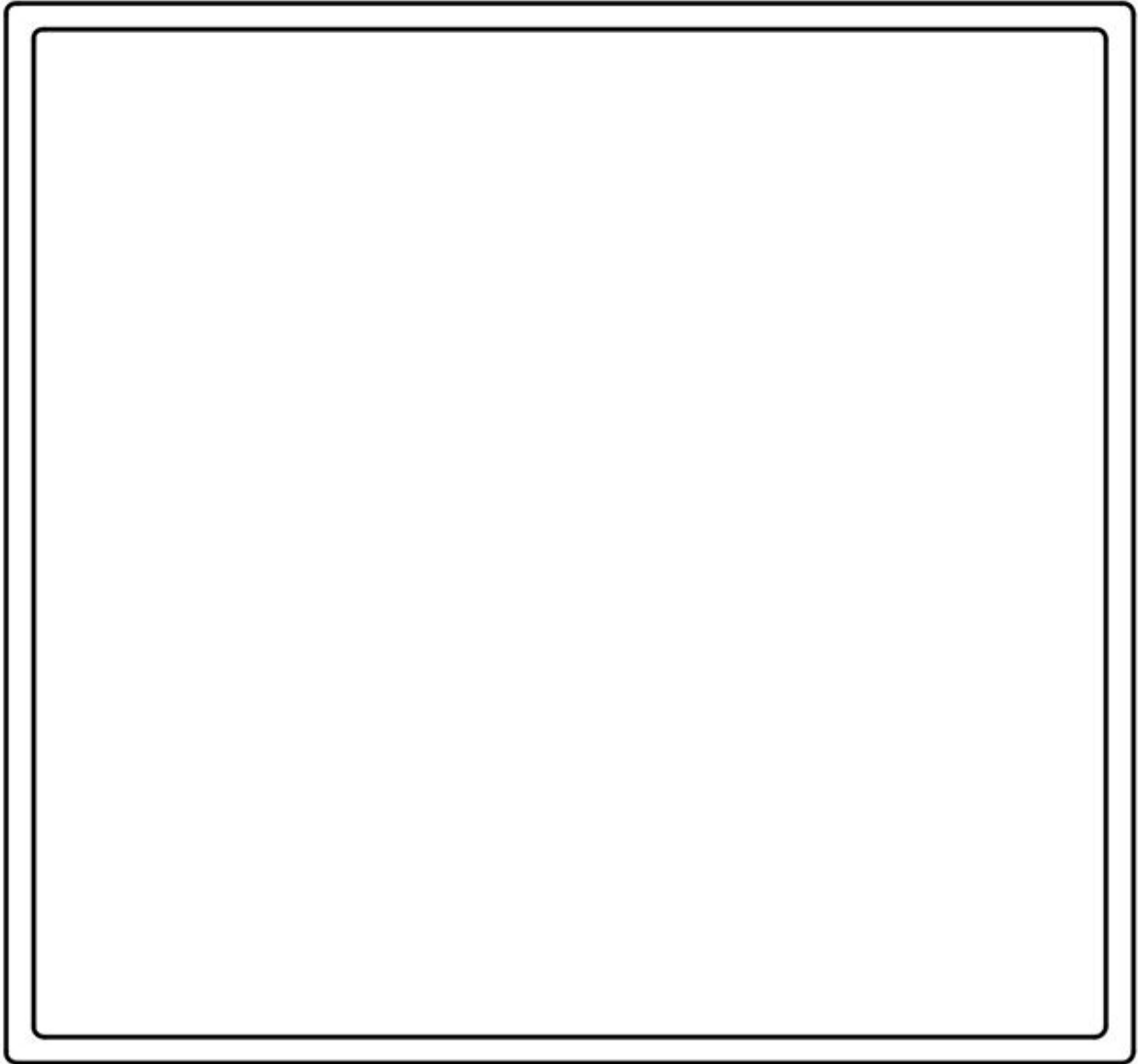
Date:



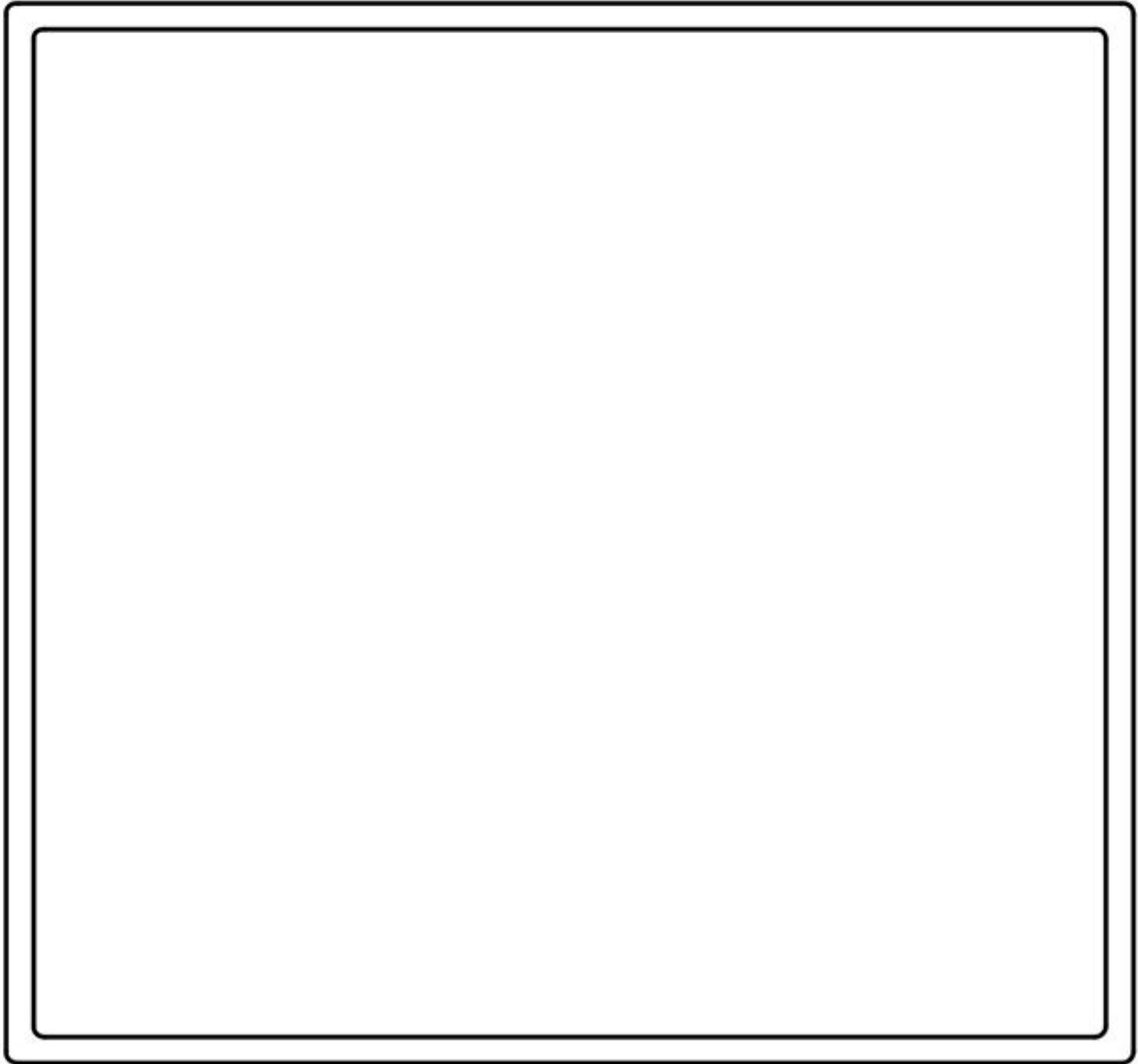
Date:



Date:



Date:



Unit 8 Lesson 11

Loops in Artist

Resources

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:

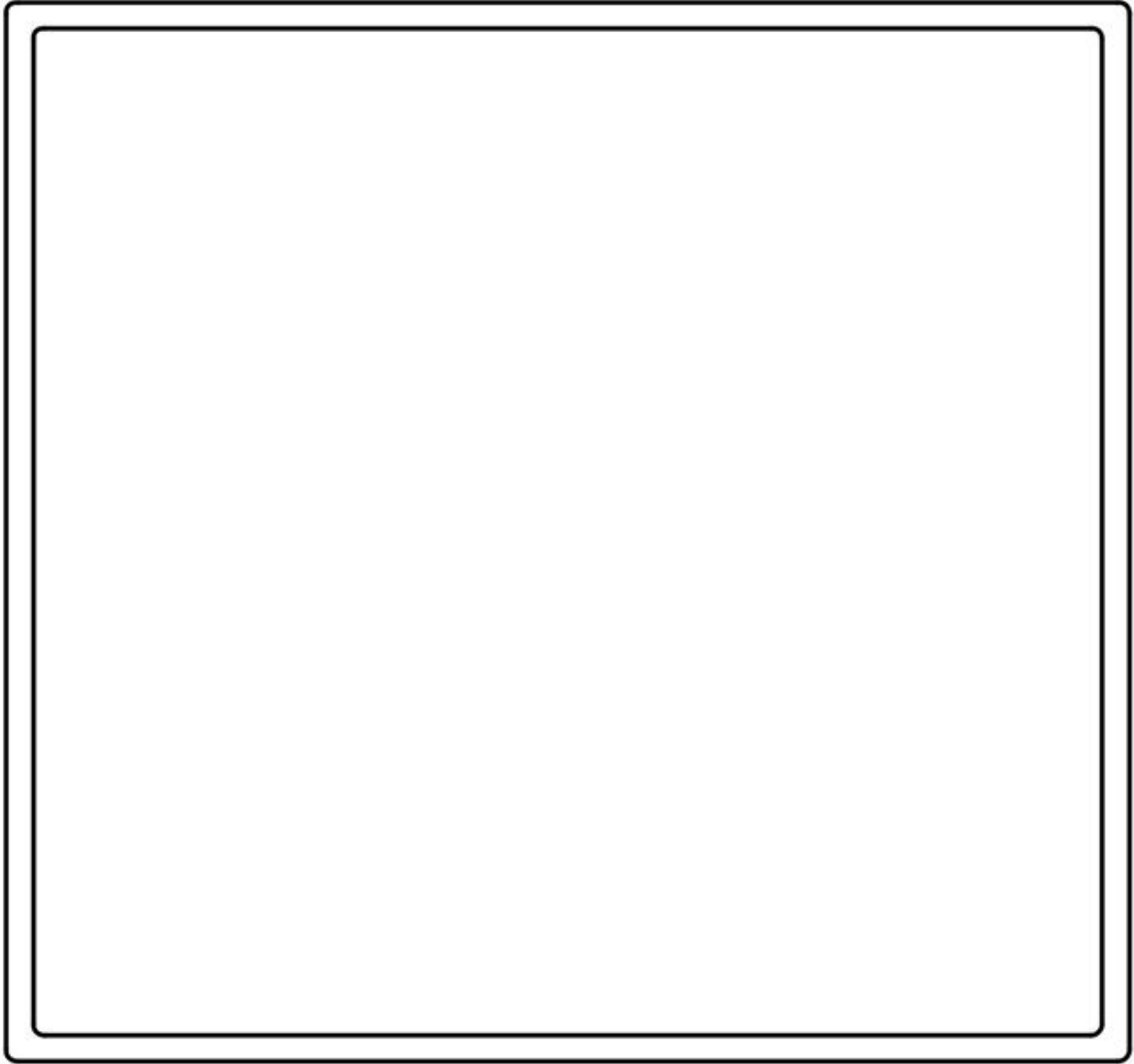
- Utilize [pair programming](#) whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
 - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before 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:

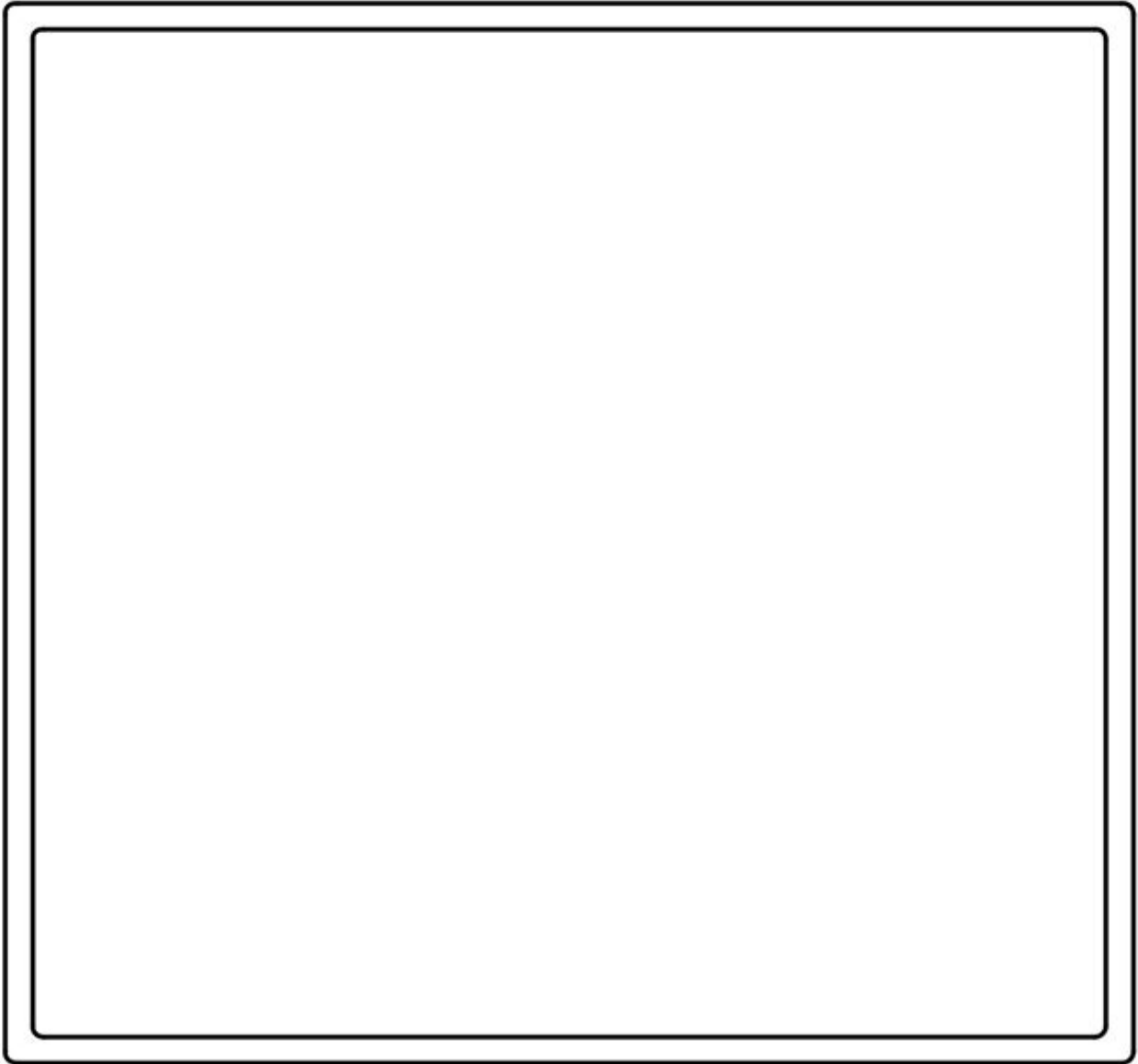
Date:

My Think Spot Journal

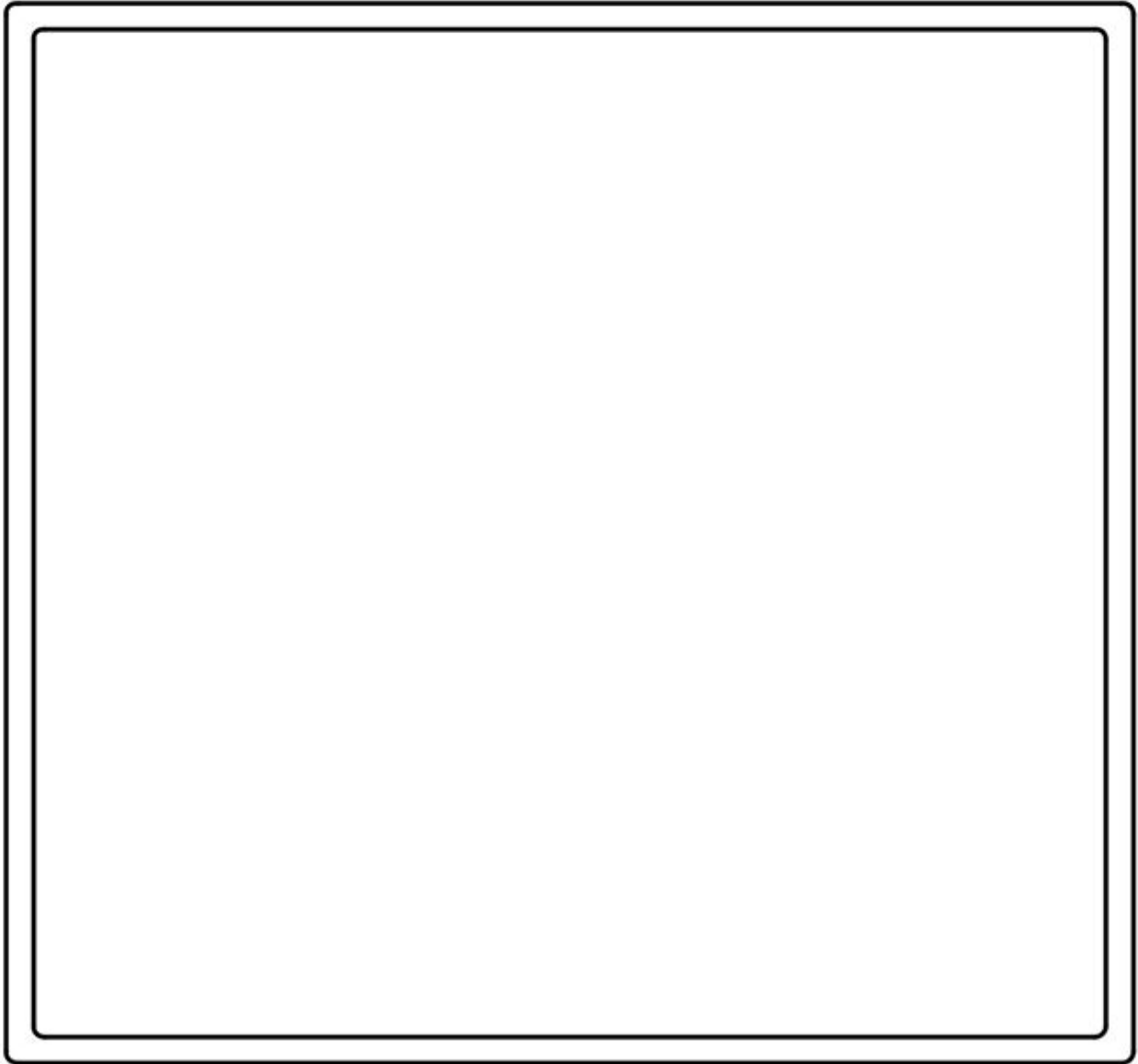
Date:



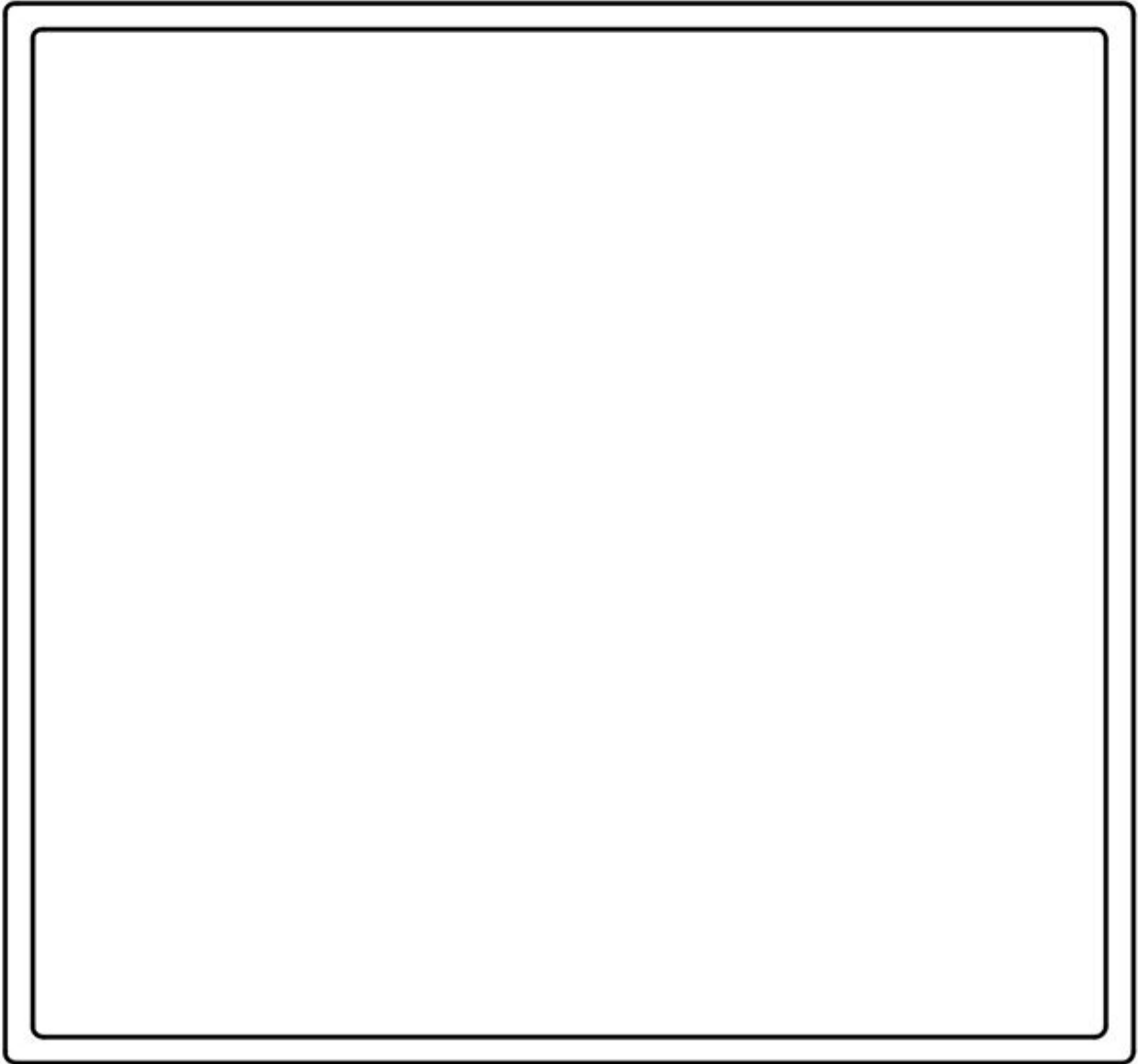
Date:



Date:



Date:



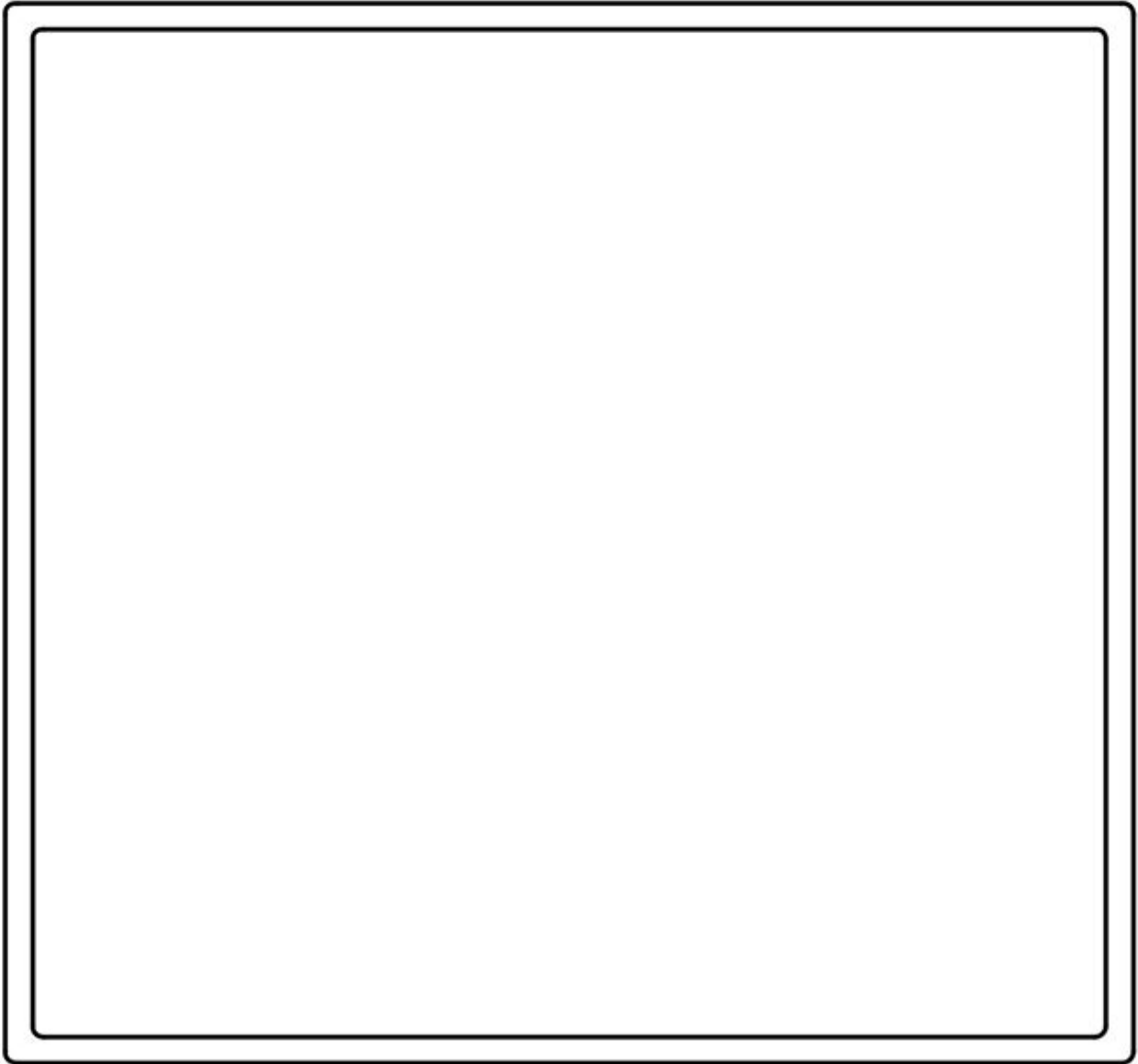
Date:



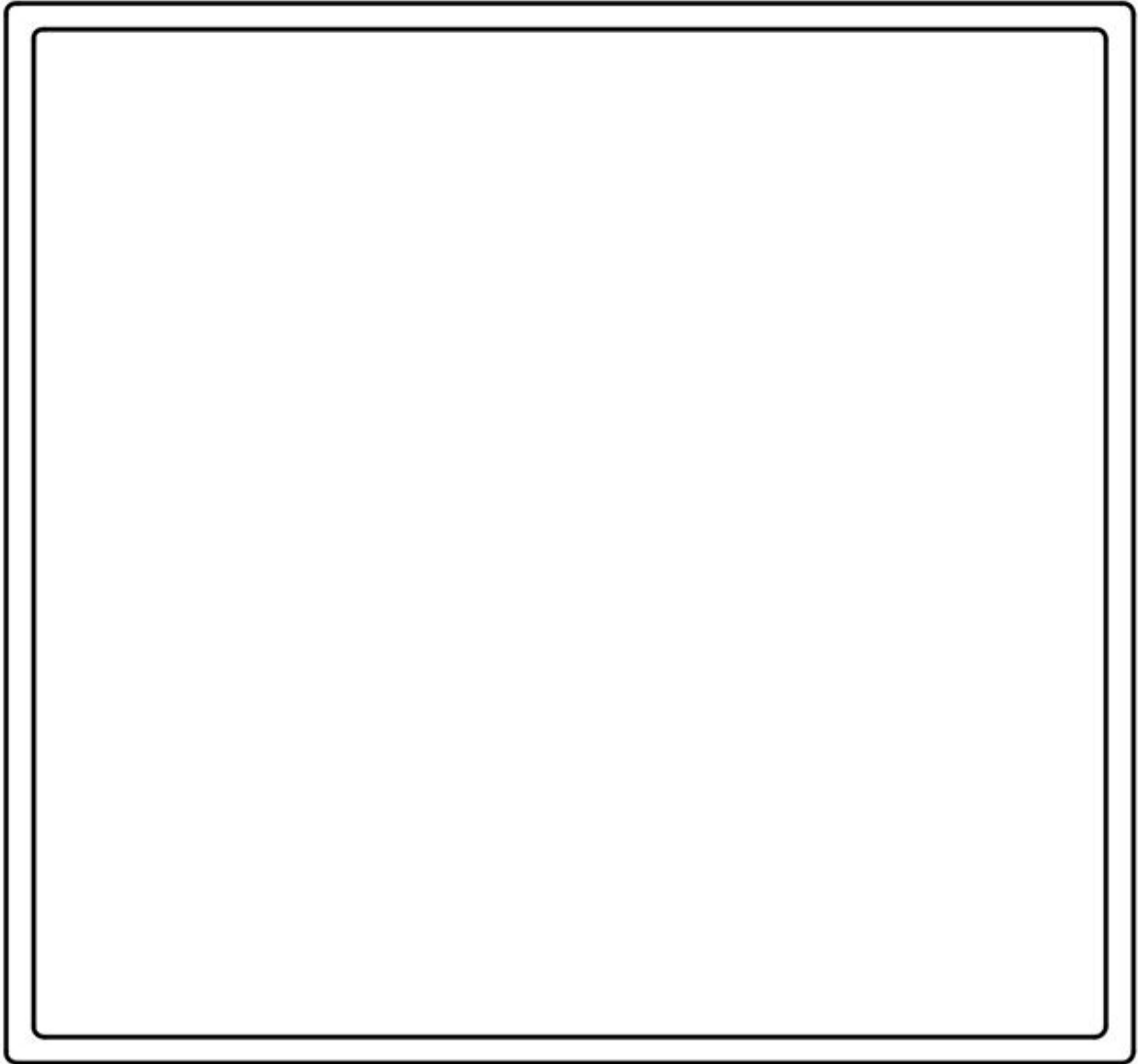
Date:



Date:



Date:



Date:



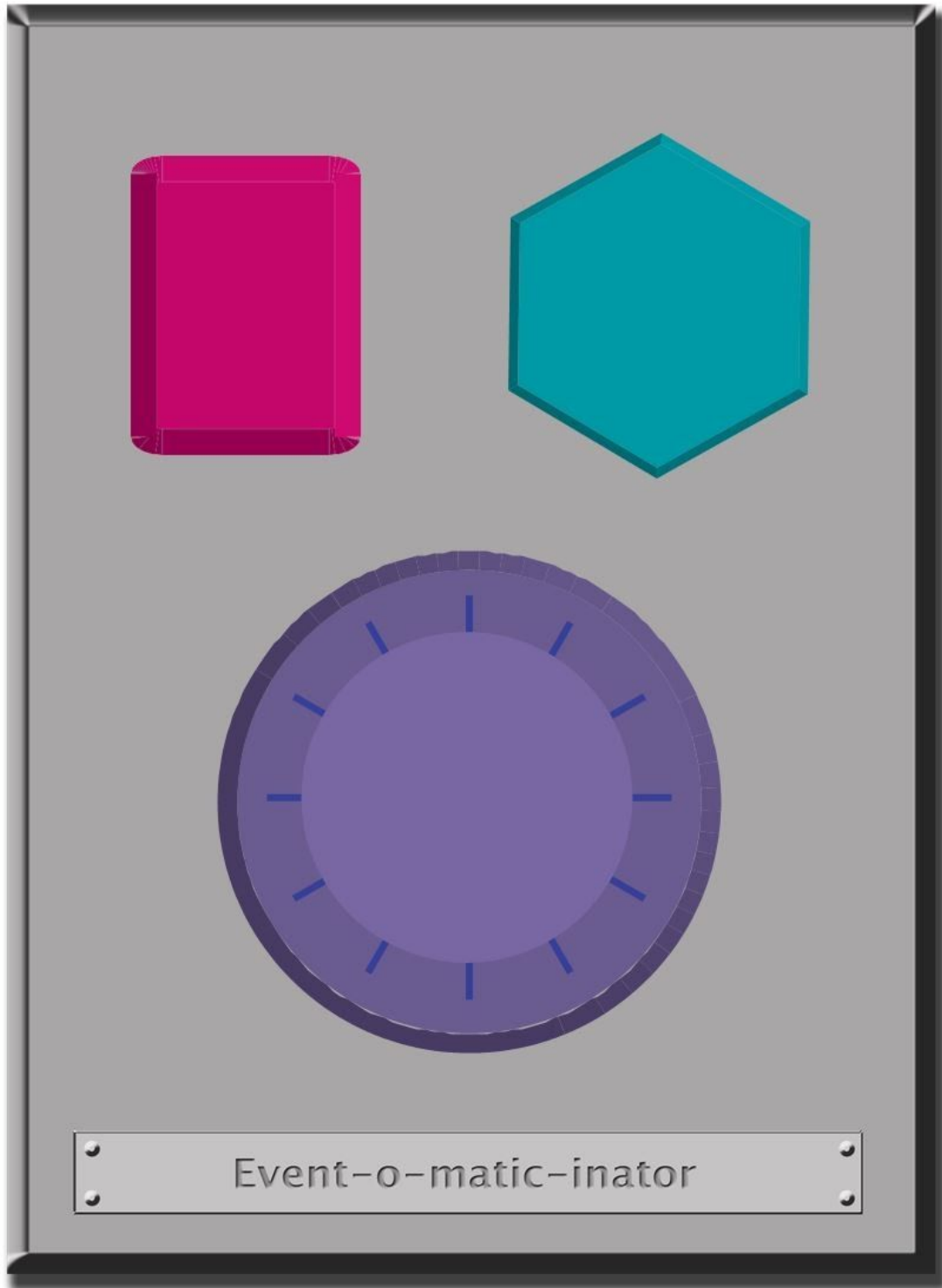
Unit 8 Lesson 12

Events Unplugged: The Big Event

Resources

The Big Event (Courses A-B)

Event Controller

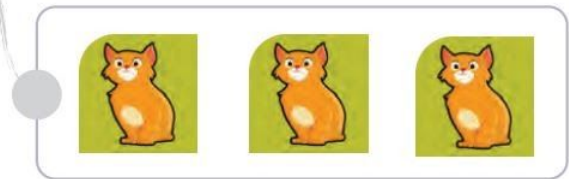
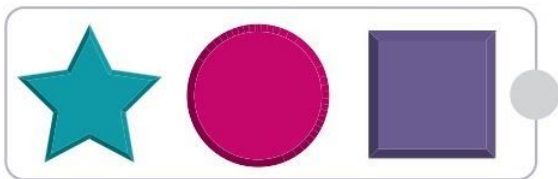
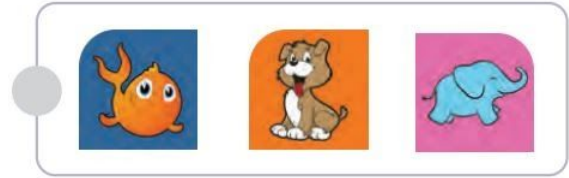
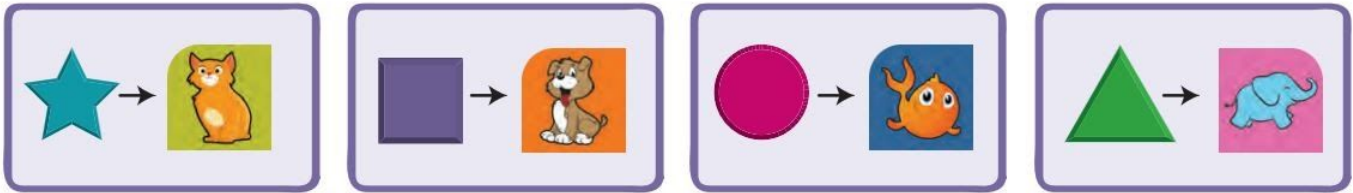


The Big Event



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.

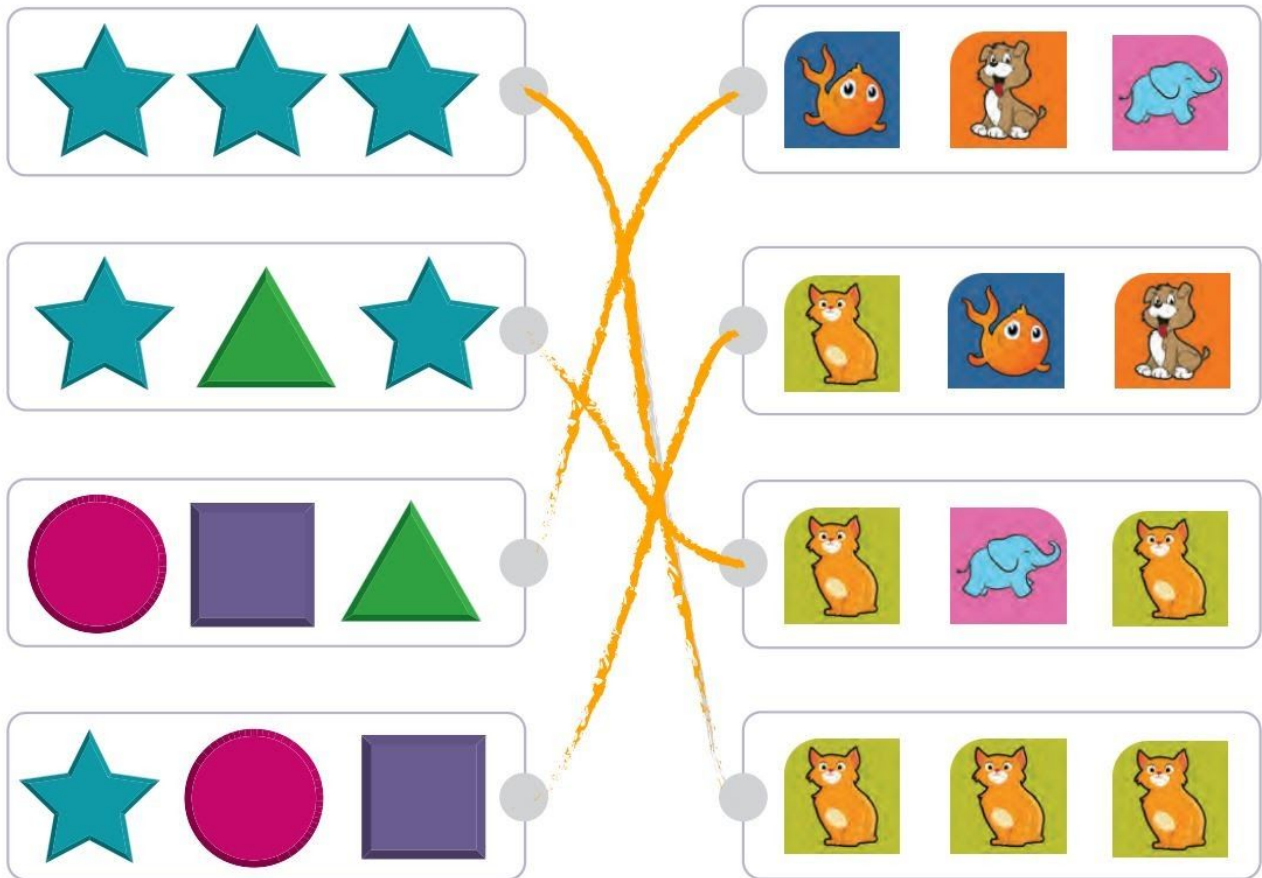
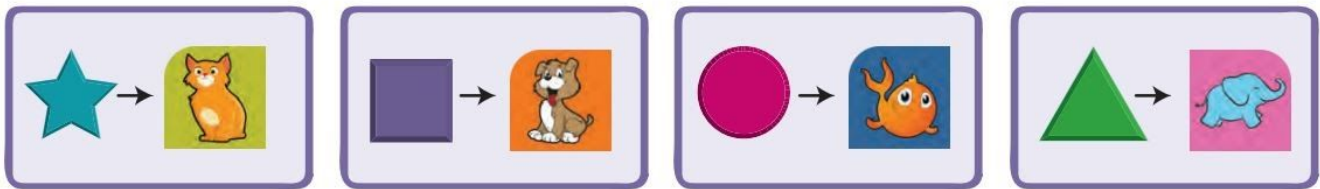


The Big Event

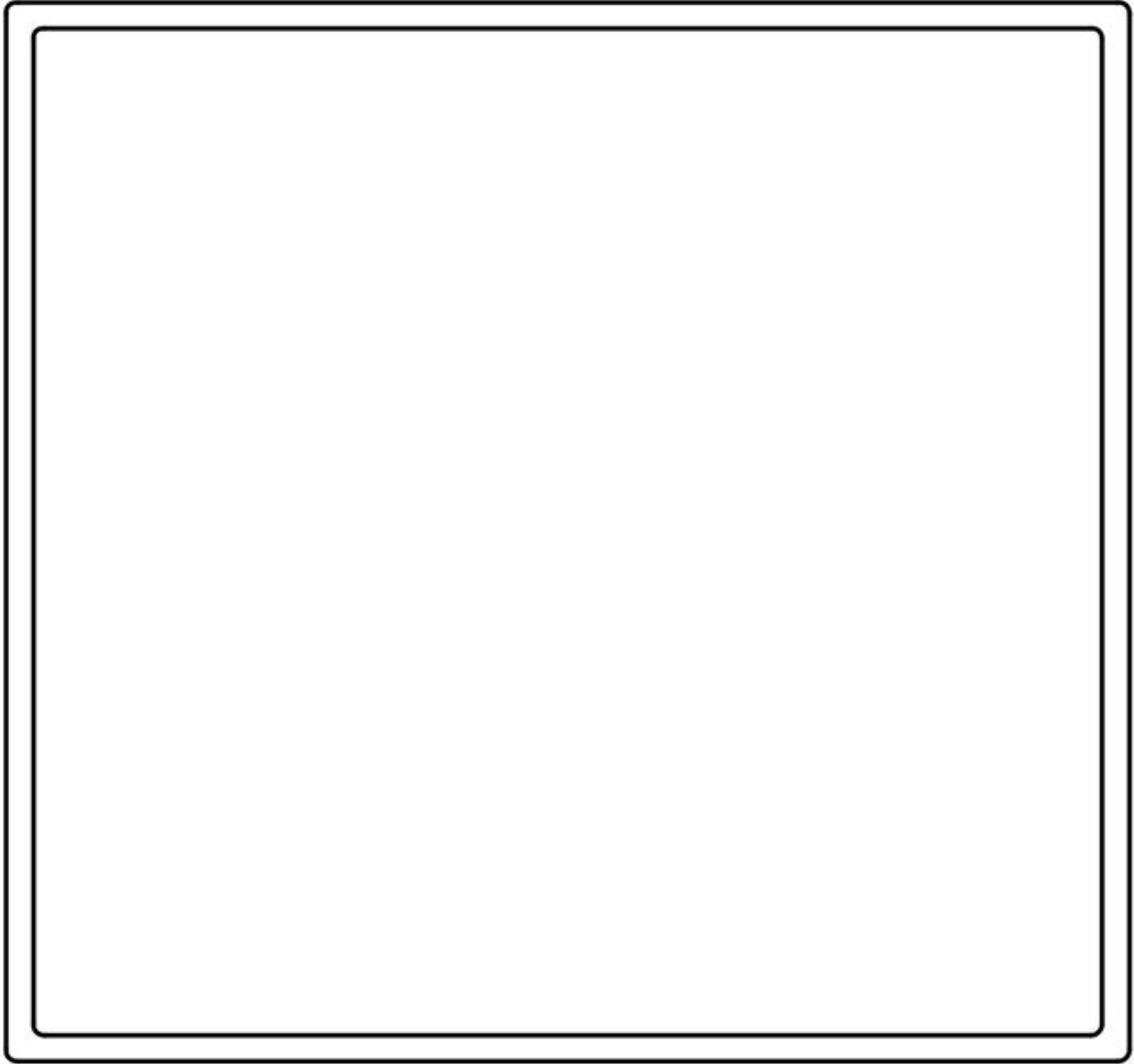


You've been given a magical controller that changes the picture on the frame on your desk. Take a look below to see what each button does. Can you figure out which series of button events will cause your frame to show the pictures on the right?

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

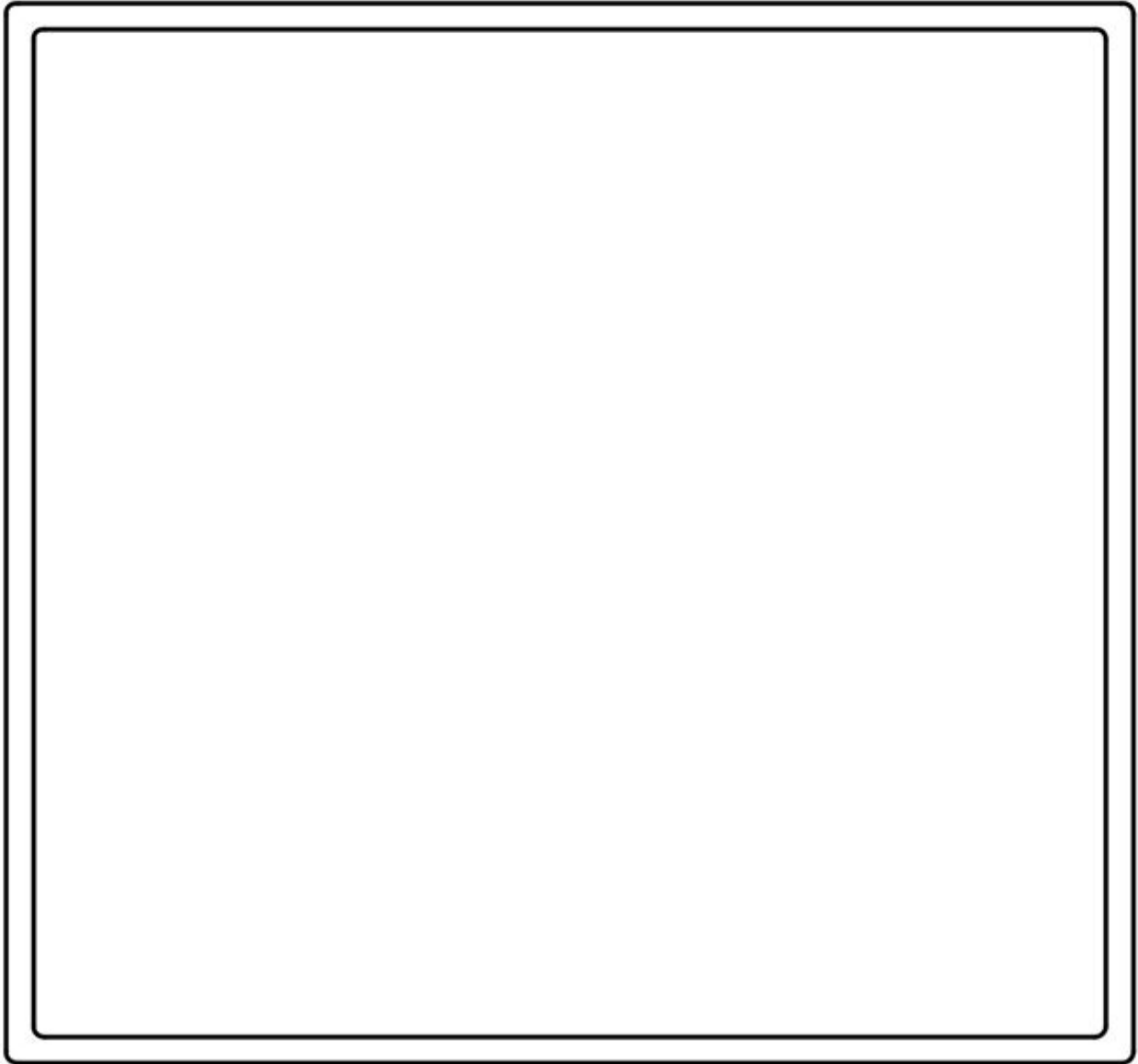


Grade:

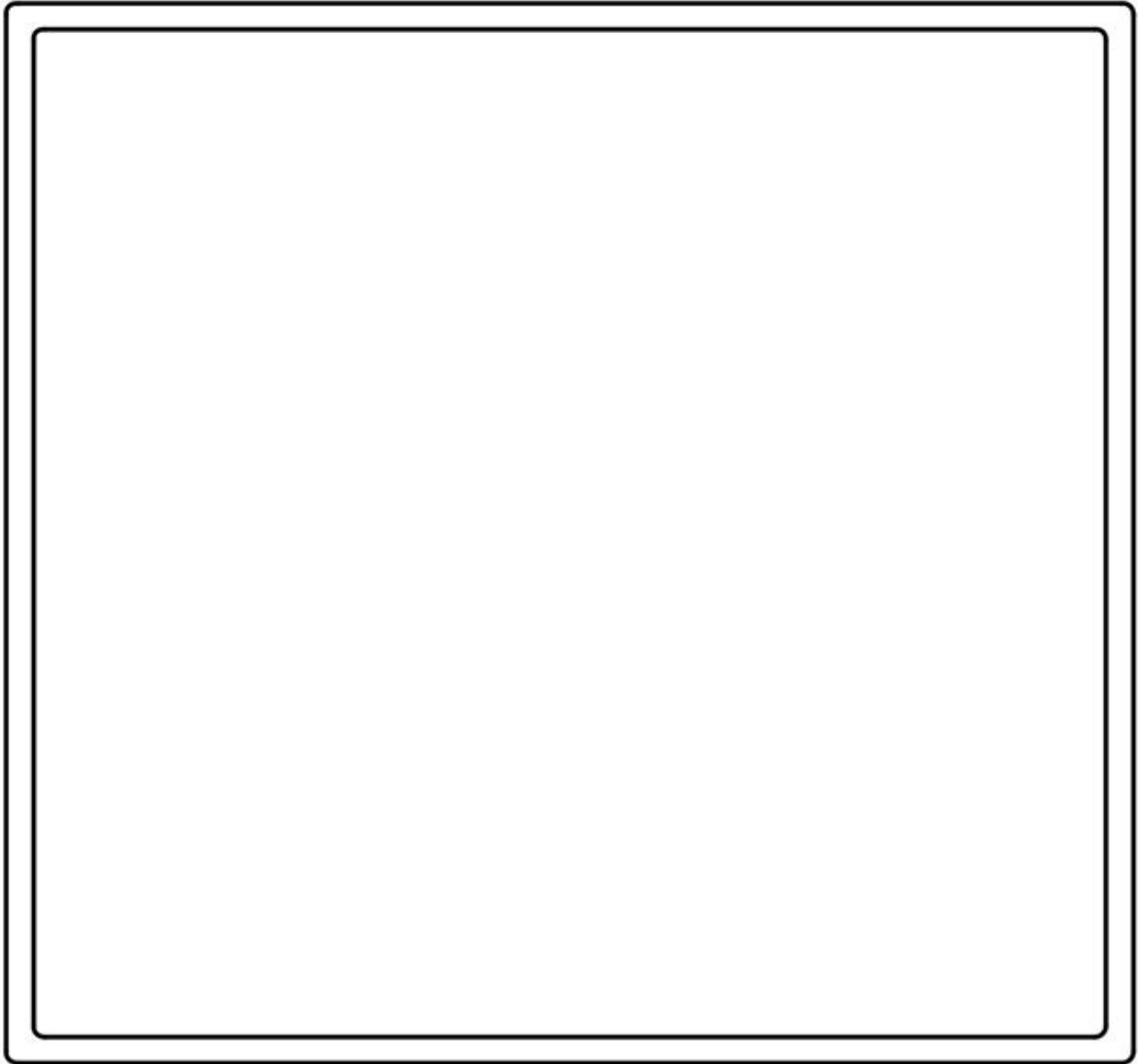
Date:

My Think Spot Journal

Date:



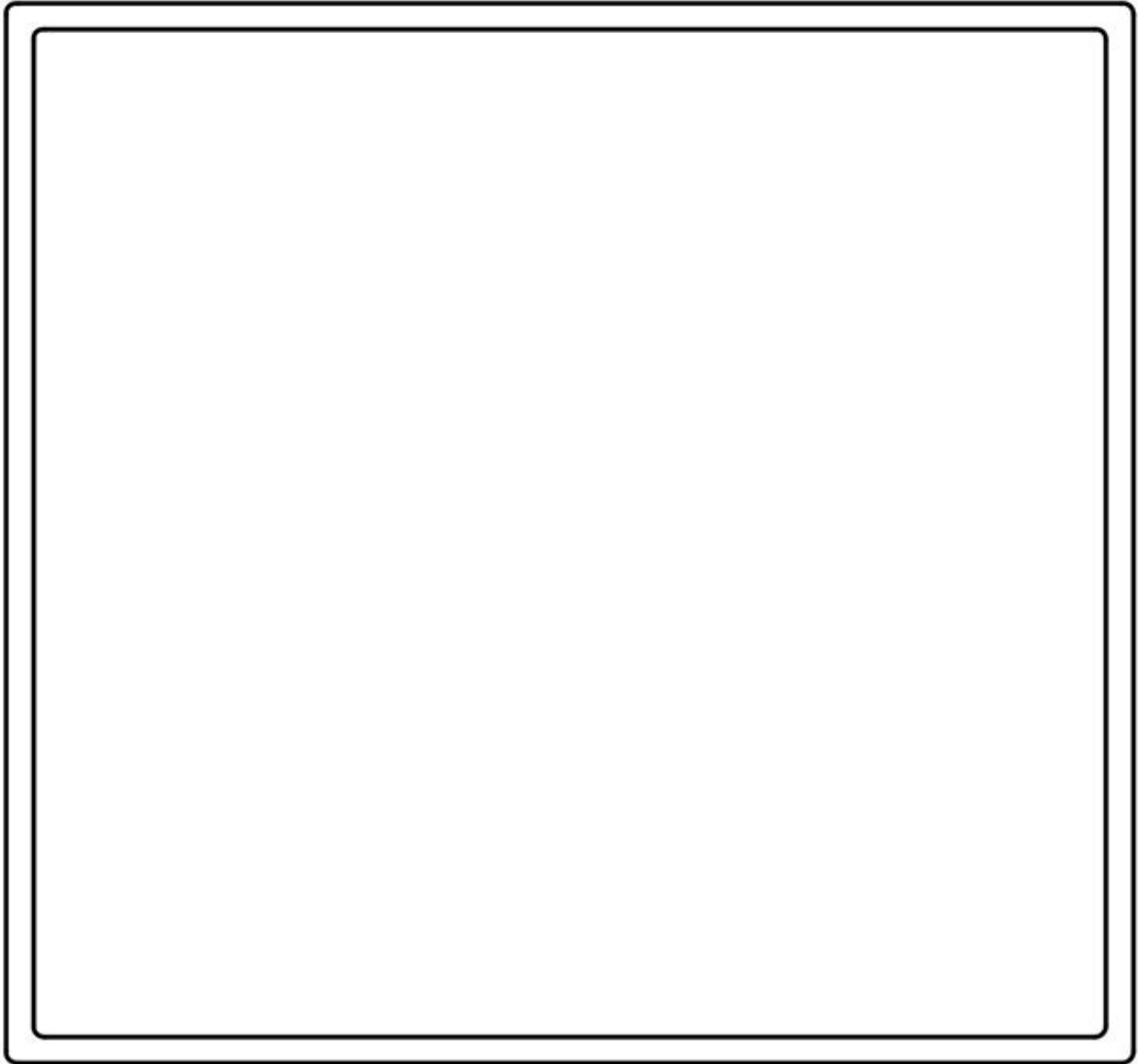
Date:



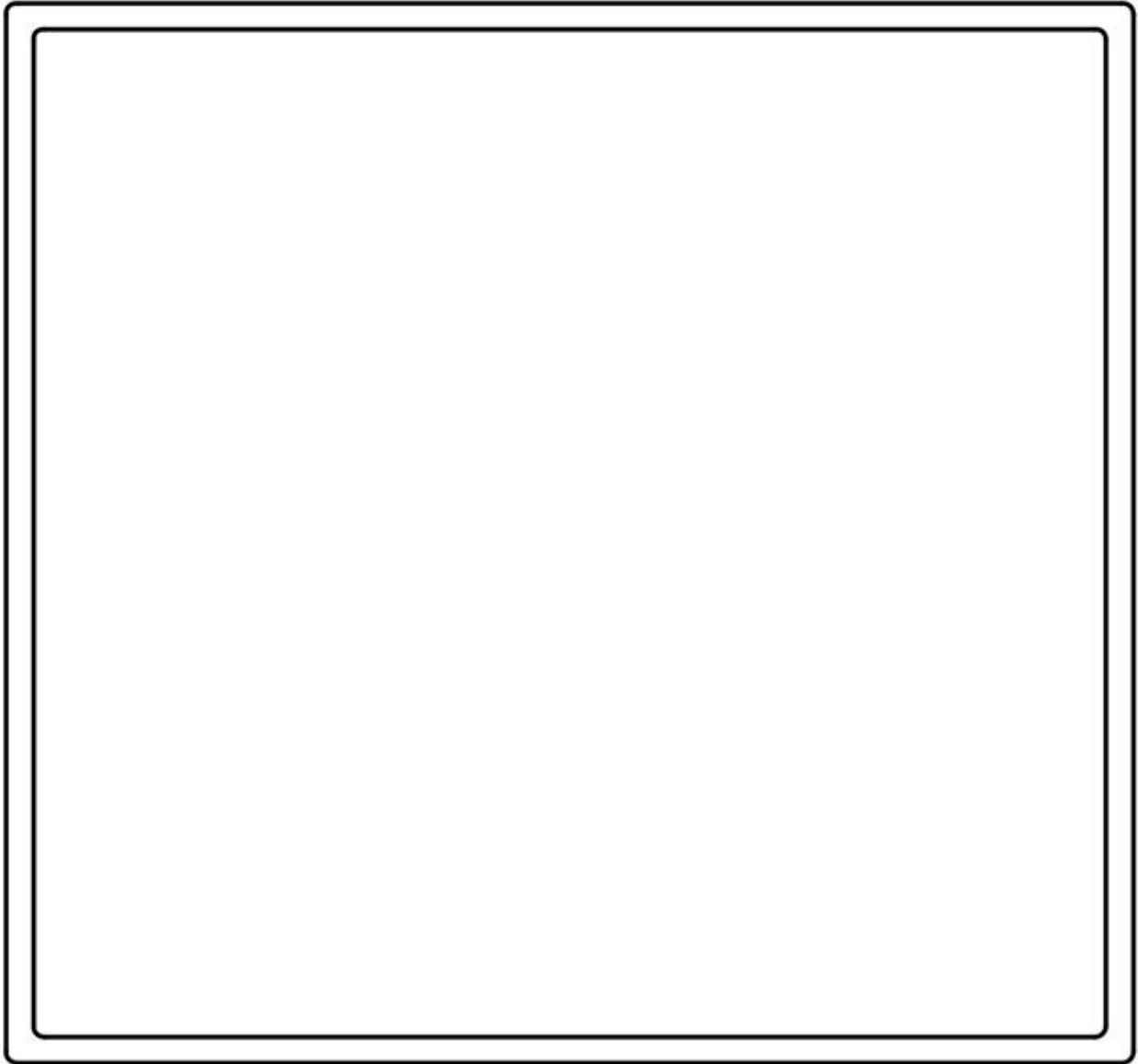
Date:



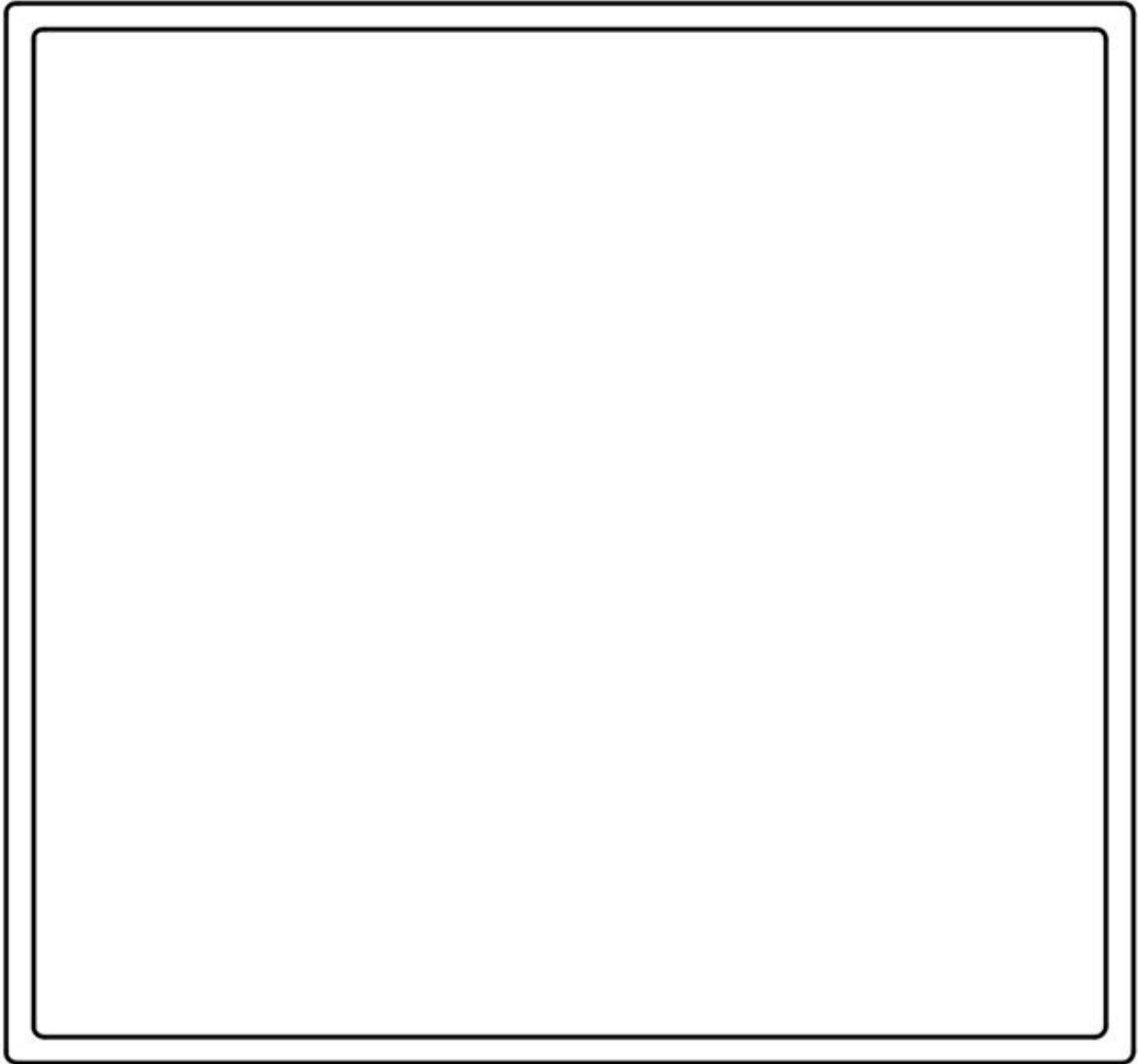
Date:



Date:



Date:



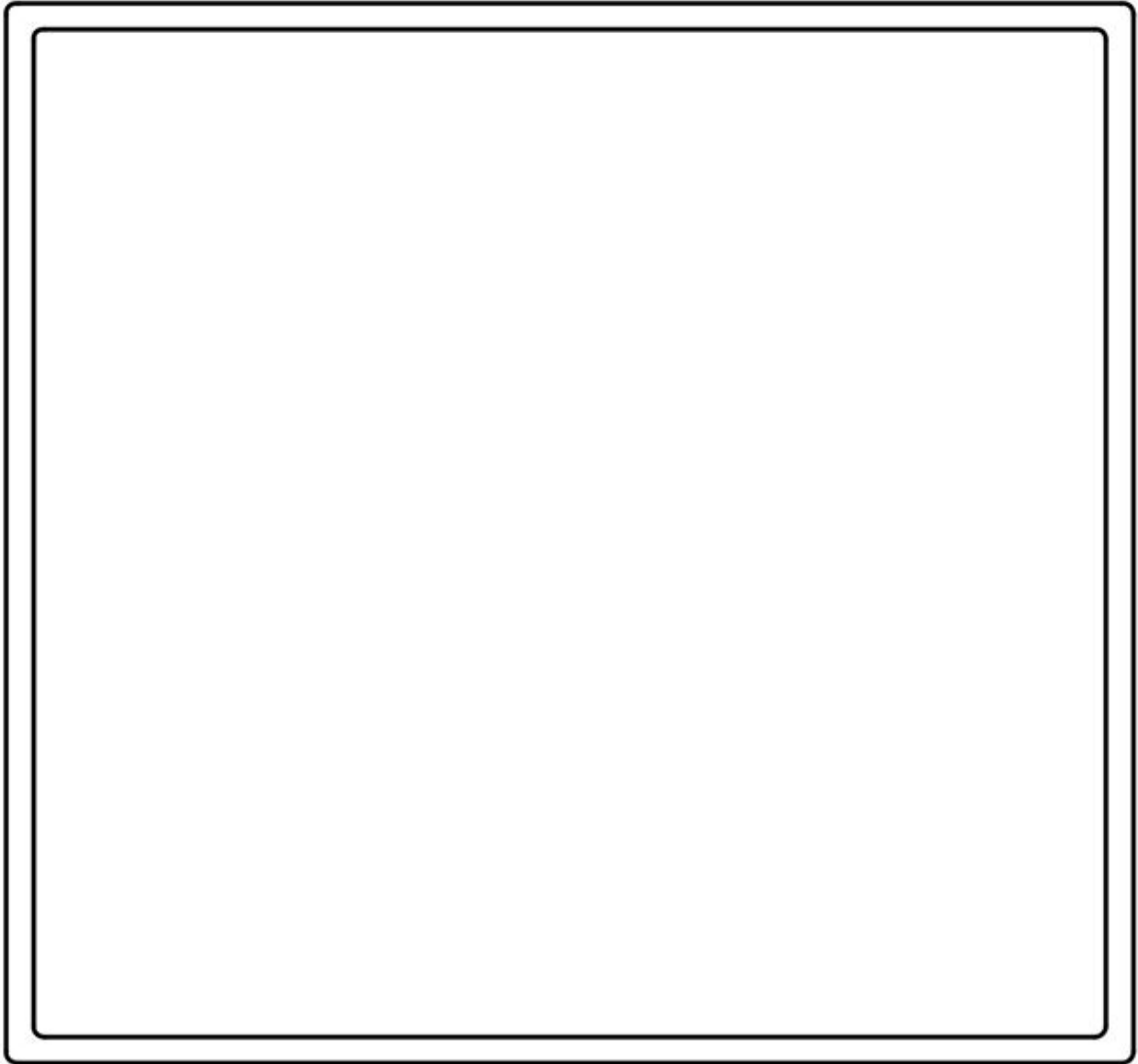
Date:



Date:



Date:



Unit 8 Lesson 13

Events in Play Lab

Resources

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:

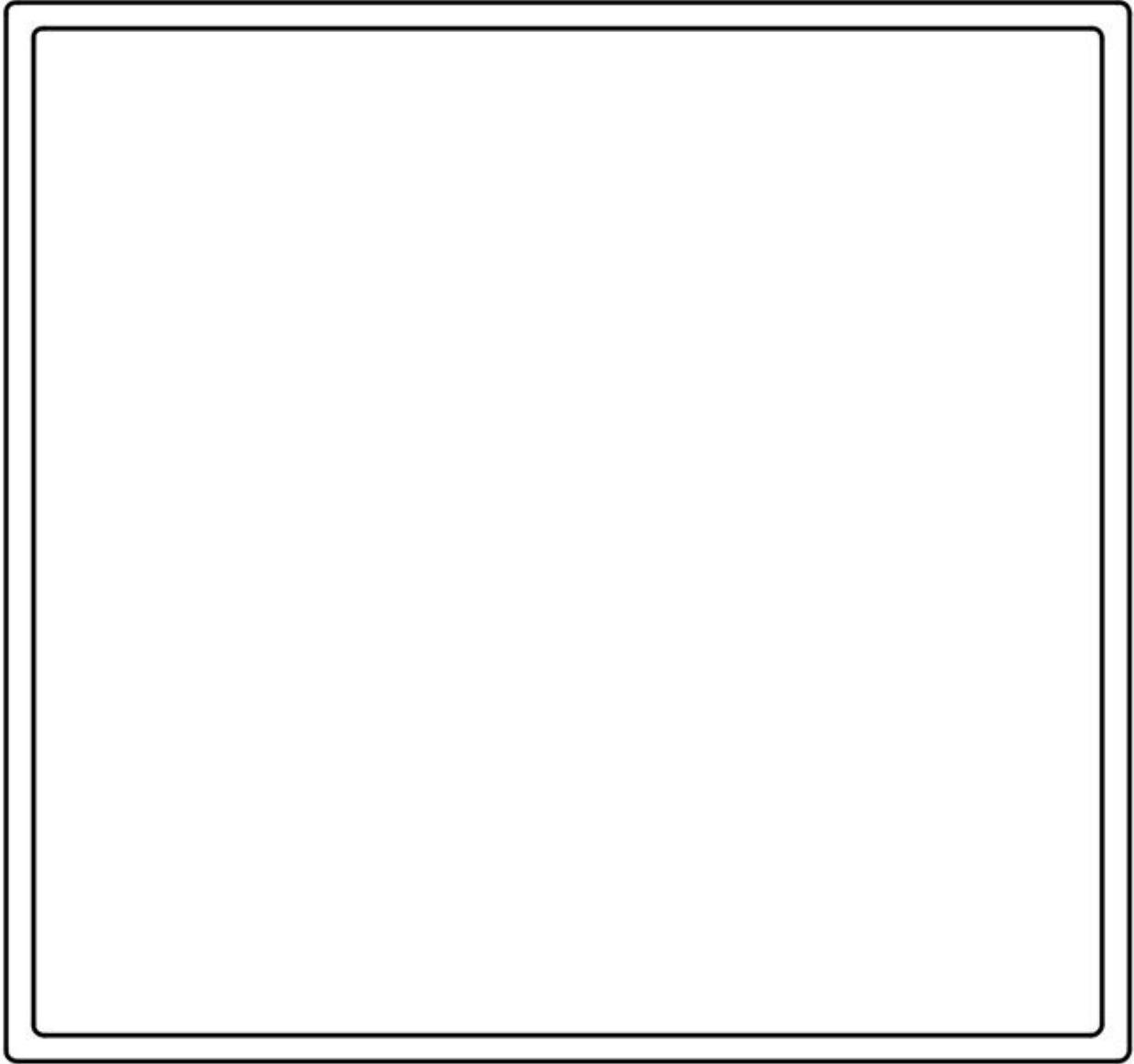
- Utilize [pair programming](#) whenever possible during the activity.
- Encourage students with questions/challenges to start by asking their partner.
 - Unanswered questions can be escalated to a nearby group, who might already know the solution.
- Remind students to use the debugging process before 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

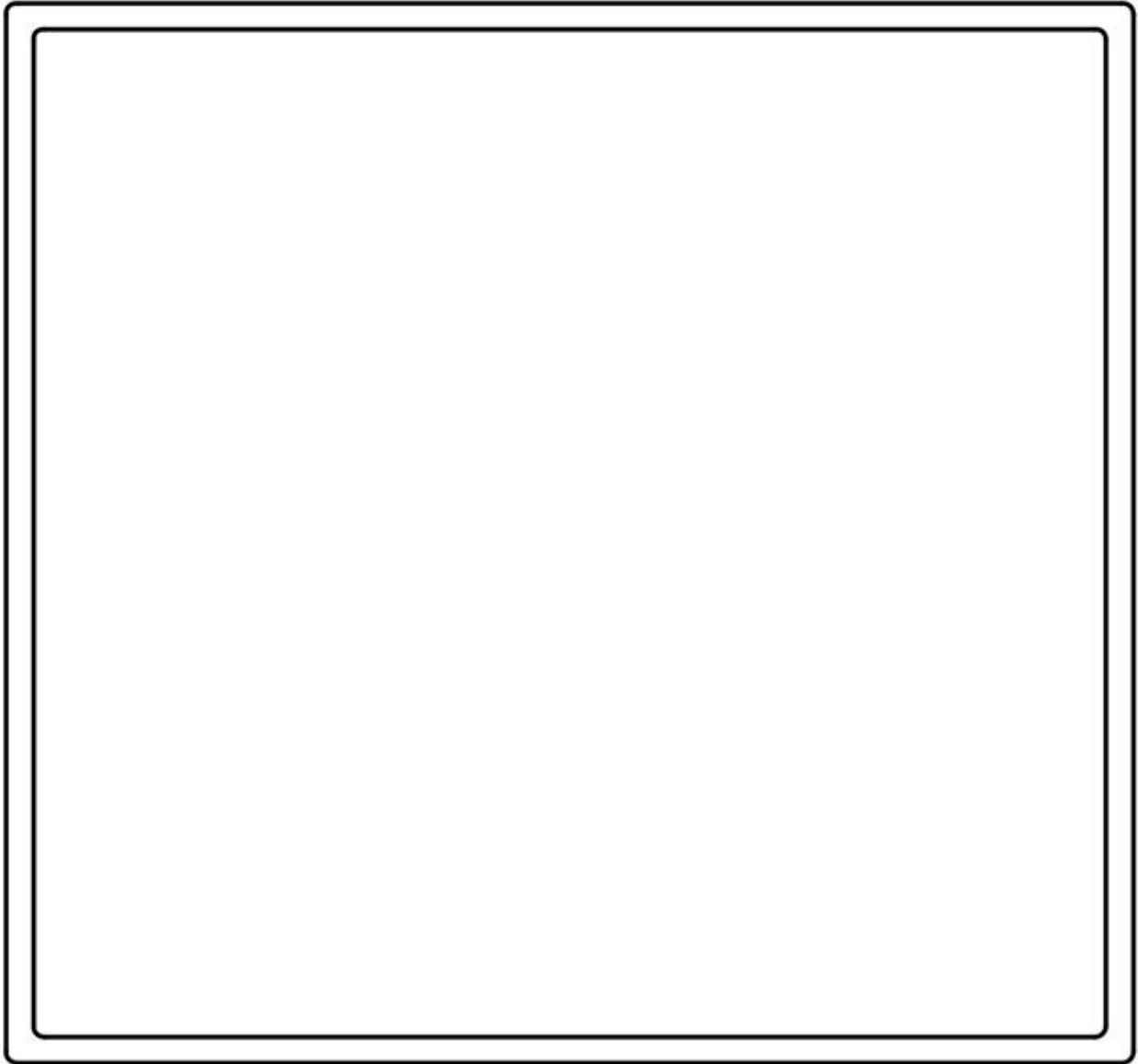


Grade:

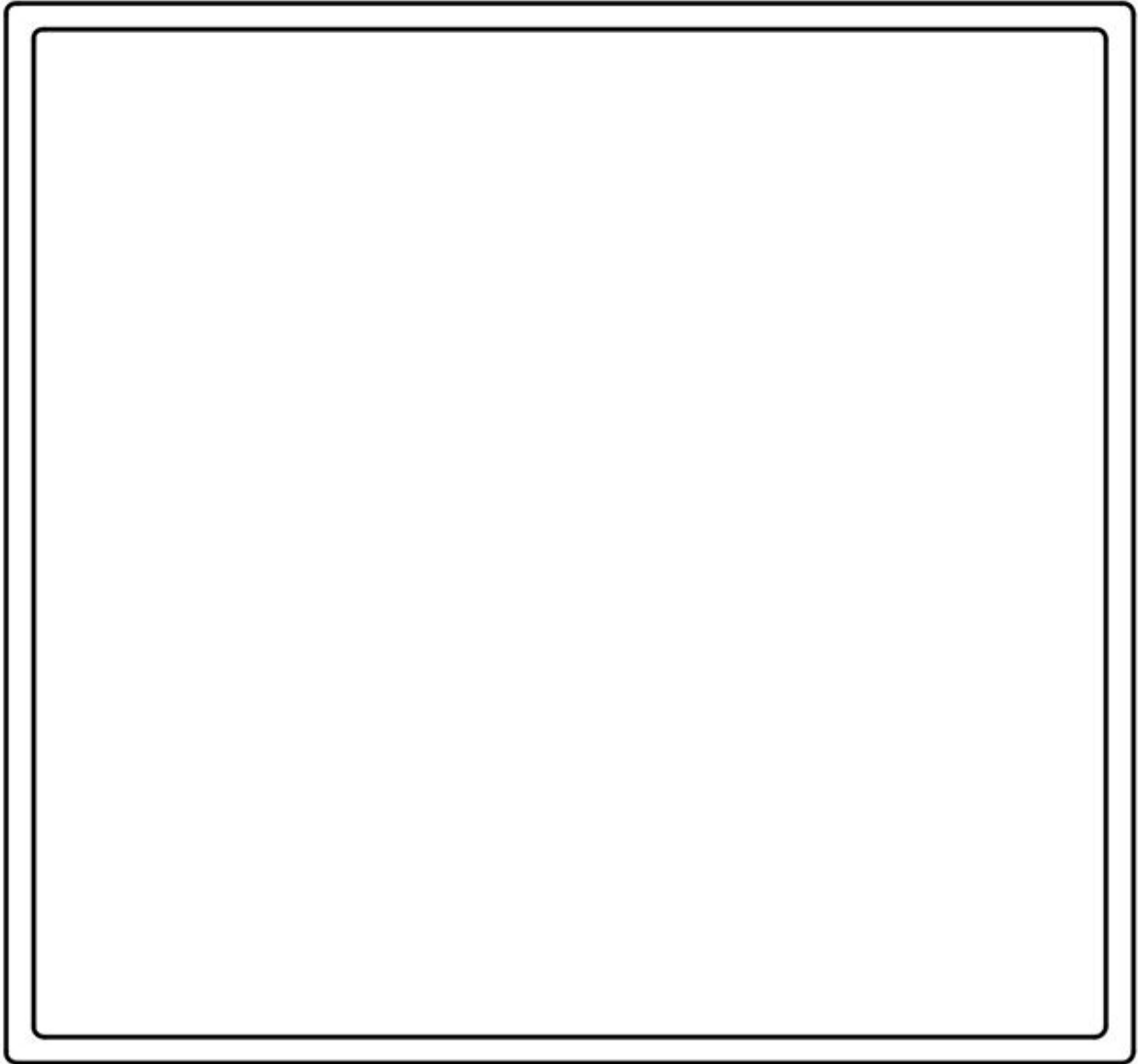
Date:

My Think Spot Journal

Date:



Date:



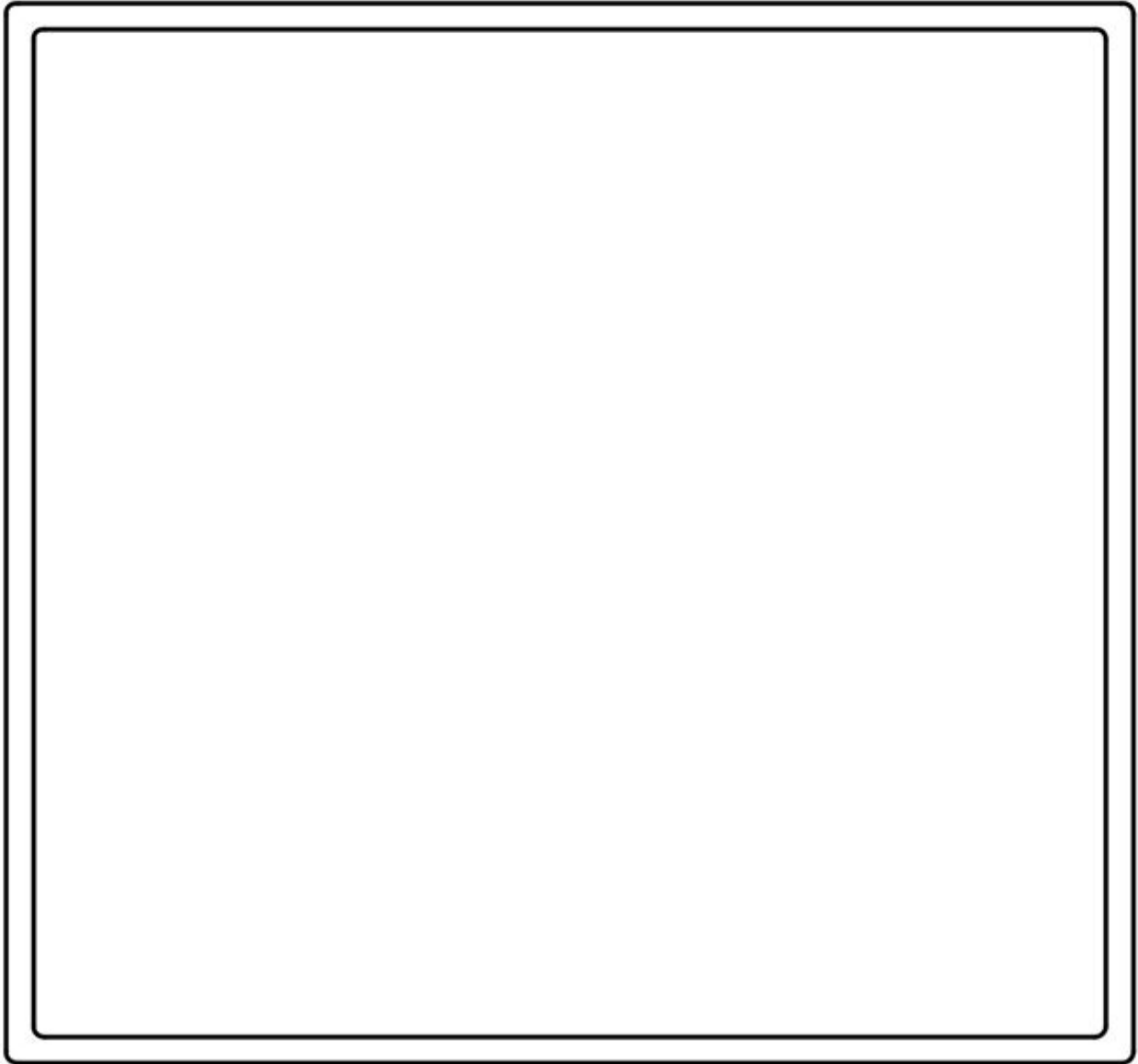
Date:



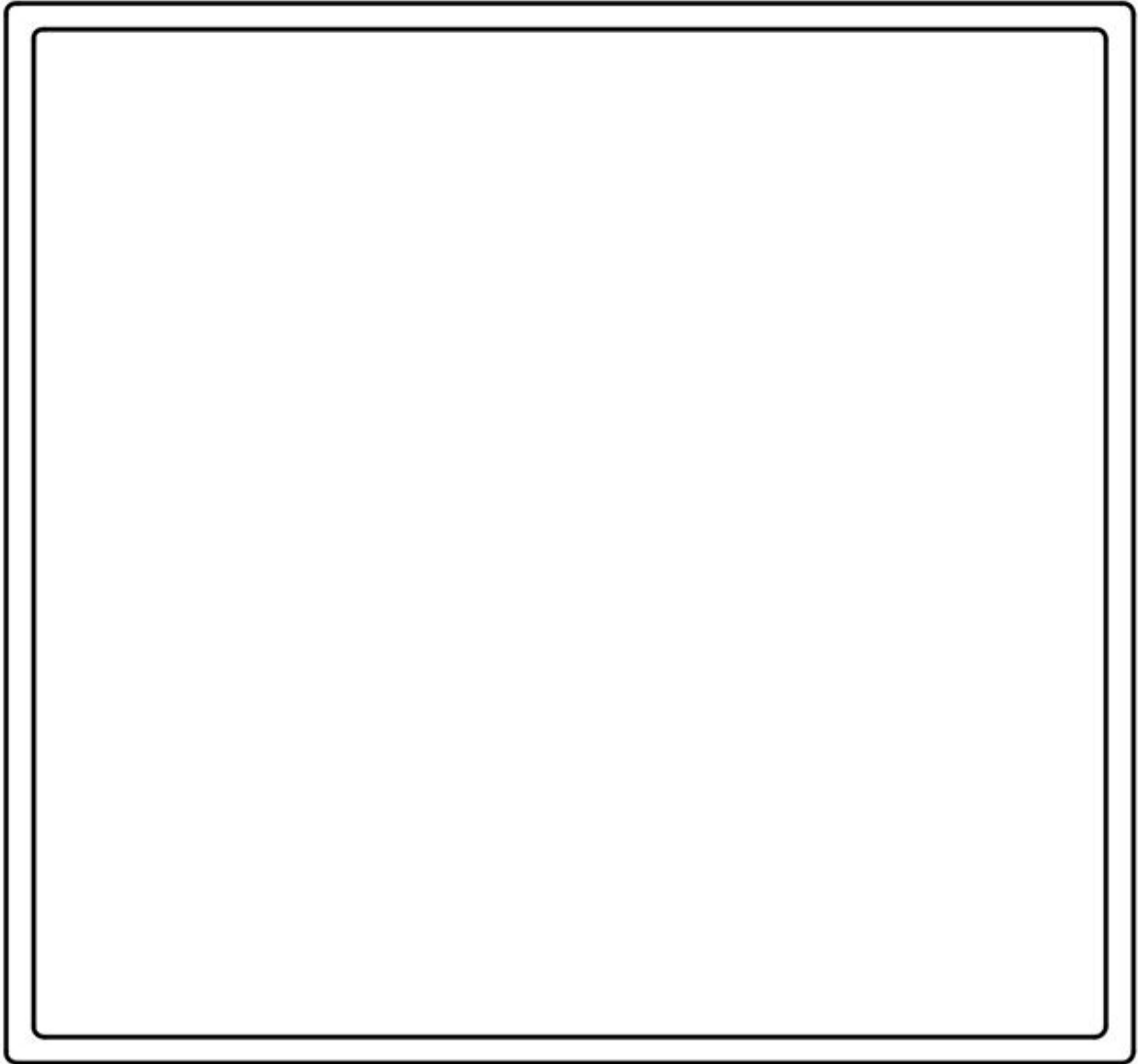
Date:



Date:



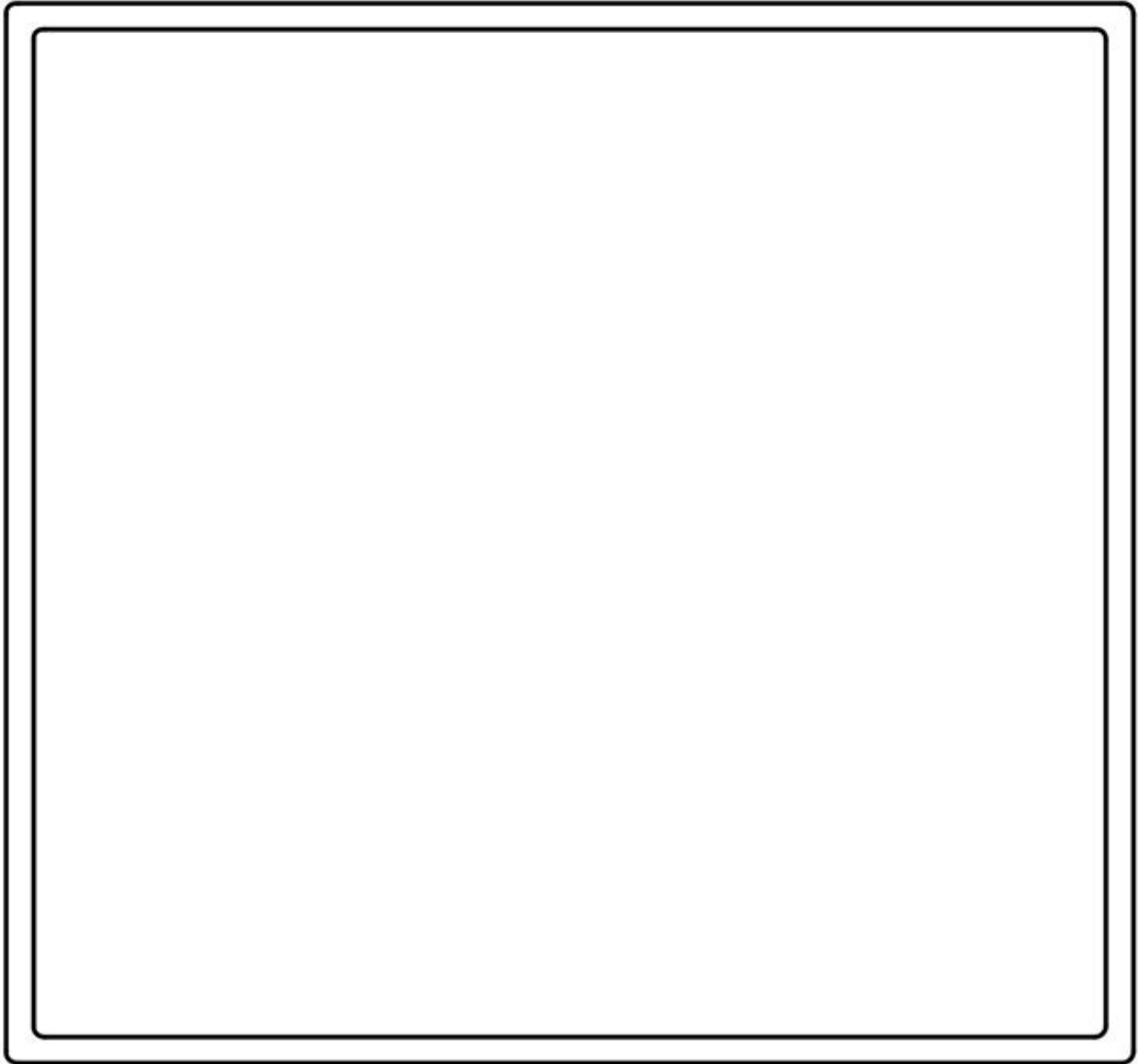
Date:



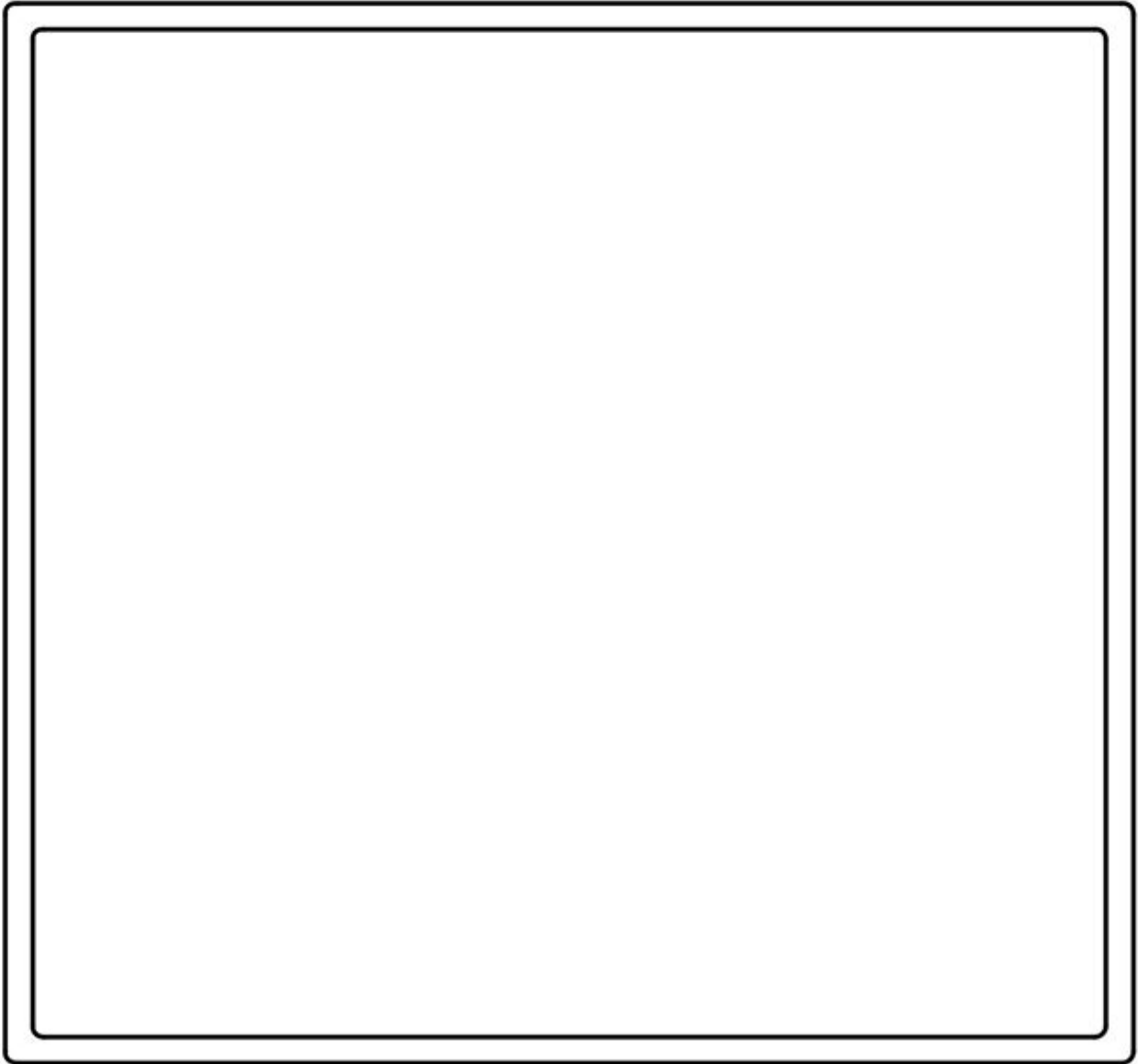
Date:



Date:



Date:



Unit 8 Lesson 14

Spelling Bee

Resources