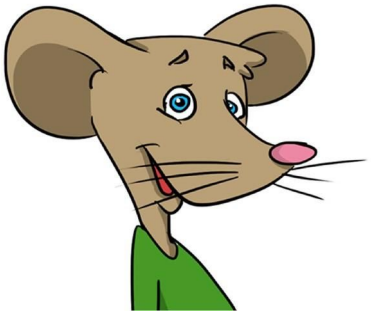
Unit 2 Lesson 1

Your Digital Footprint

Resources

Mizzle the Mouse

Name:
Mizzle

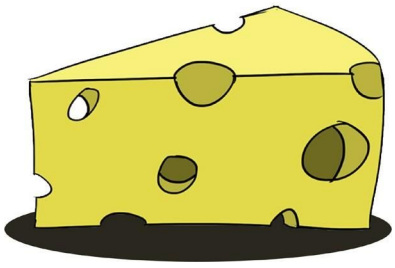


Where you live:
Mouse Hole

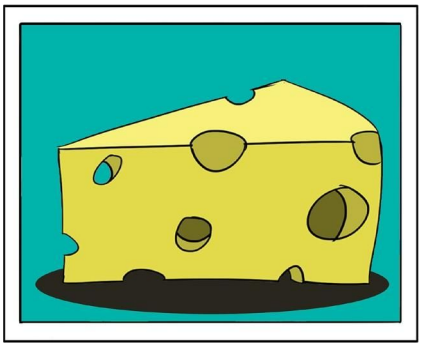
Pet's Name:
Frank the Flea

Favorite Hobby:
Ice Skating

Favorite Food:
Cheese

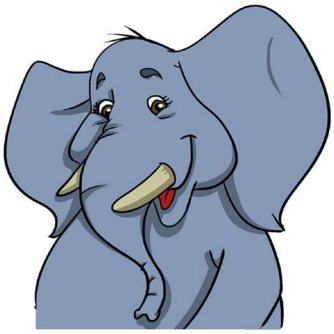


My favorite photo:



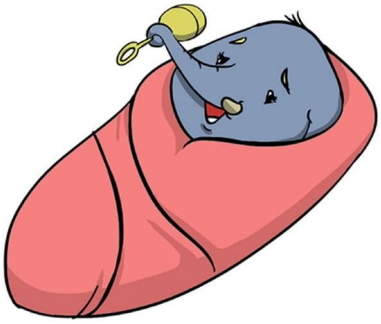
Electra the Elephant

Name:
My full name is Electra Ella Elephant



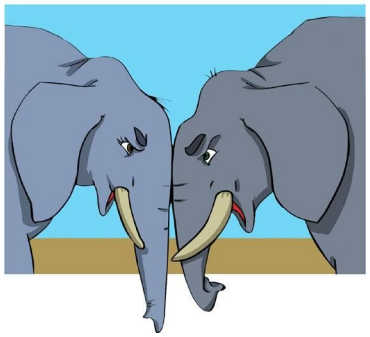
Where you live:
123 Watering Hole Lane
Peanuts, Ohio

Birthday:
February 21, 2010



Username: gray_toes
Password: bamboo

Secret:
My brother and I fight all the time



My favorite photo:

Name(s)_____ Period _____ Date _____

Your Digital Footprint: Follow the Digital Trail

Directions

Follow the trails of Mizzle the Mouse and Electra the Elephant. Fill in the chart below. Then answer the questions.

	Mizzle the Mouse	Electra the Elephant
1. Whose full name do you know?		
2. Whose house could you find?		
3. Whose birth date do you know?		
4. Whose username and password do you know?		
5. Who let out a secret on the Internet?		
6. Which animal can you describe better from his or her photo?		

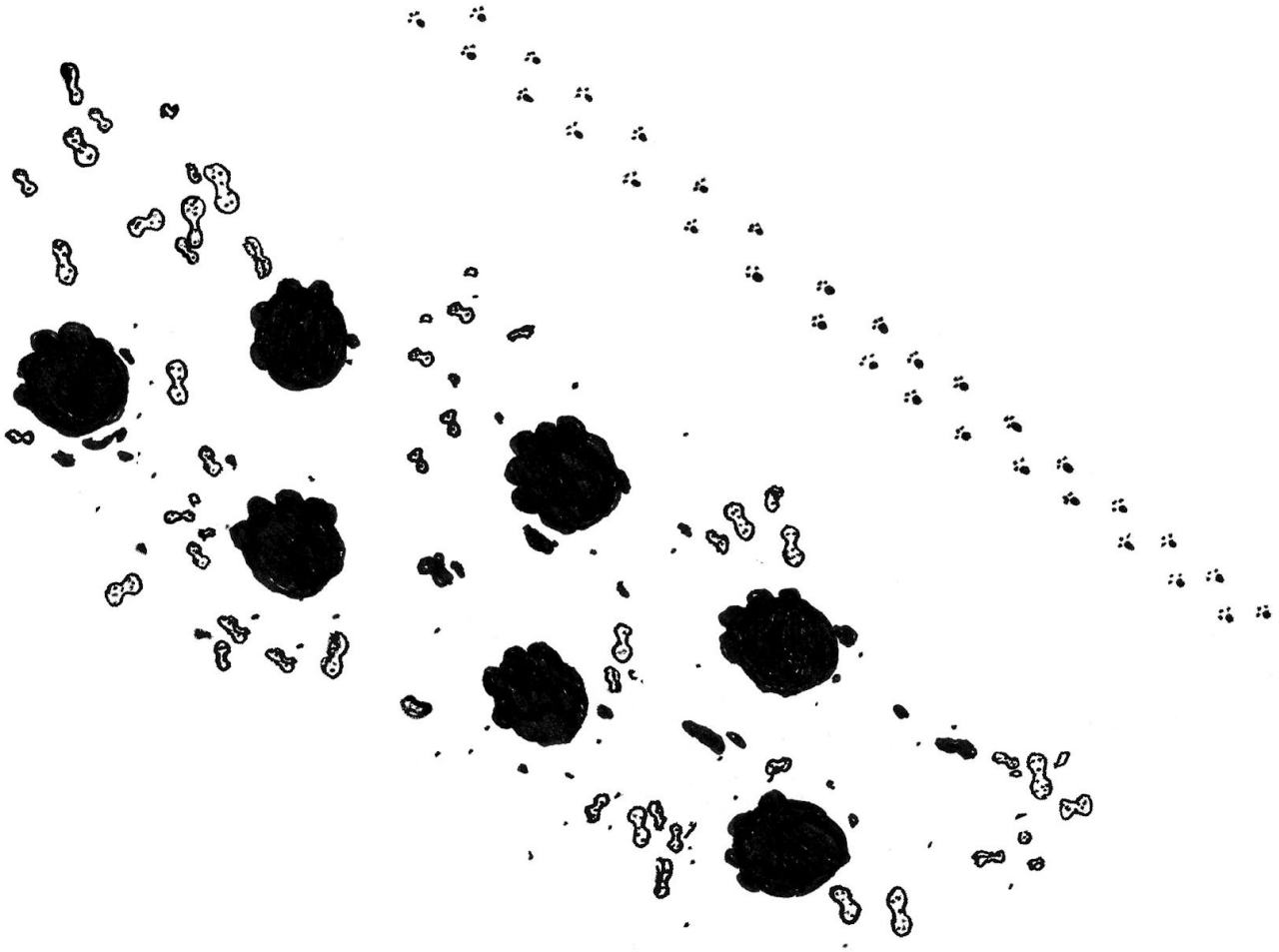
Question

1. Who can the detectives find out more about, and why?

2. Which animal has a bigger digital footprint?

3. Mizzle says some funny things about himself on the Internet. What are they?

4. Is there anything that Electra posted on the Internet that could become a problem for her? If so, what and why?



Name(s)_____ Period _____ Date _____

TEACHER KEY

Your Digital Footprint: Follow The Digital Trail

Directions

Follow the trails of Mizzle the Mouse and Electra the Elephant. Fill in the chart below. Then answer the questions.

	Mizzle the Mouse	Electra the Elephant
1. Whose full name do you know?		X
2. Whose house could you find?		X
3. Whose birth date do you know?		X
4. Whose username and password do you know?		X
5. Who let out a secret on the Internet?		X
6. Which animal can you describe better from his or her photo?		X

Question

1. Who can the detectives find out more about, and why?

Electra, because we now know where Electra lives, what she looks like, and private and personal information about her life.

(Point out to students that having a bigger digital footprint means the detectives can learn more about them too.)

2. Which animal has a bigger digital footprint?

Electra, because she put more private and personal information online than Mizzle

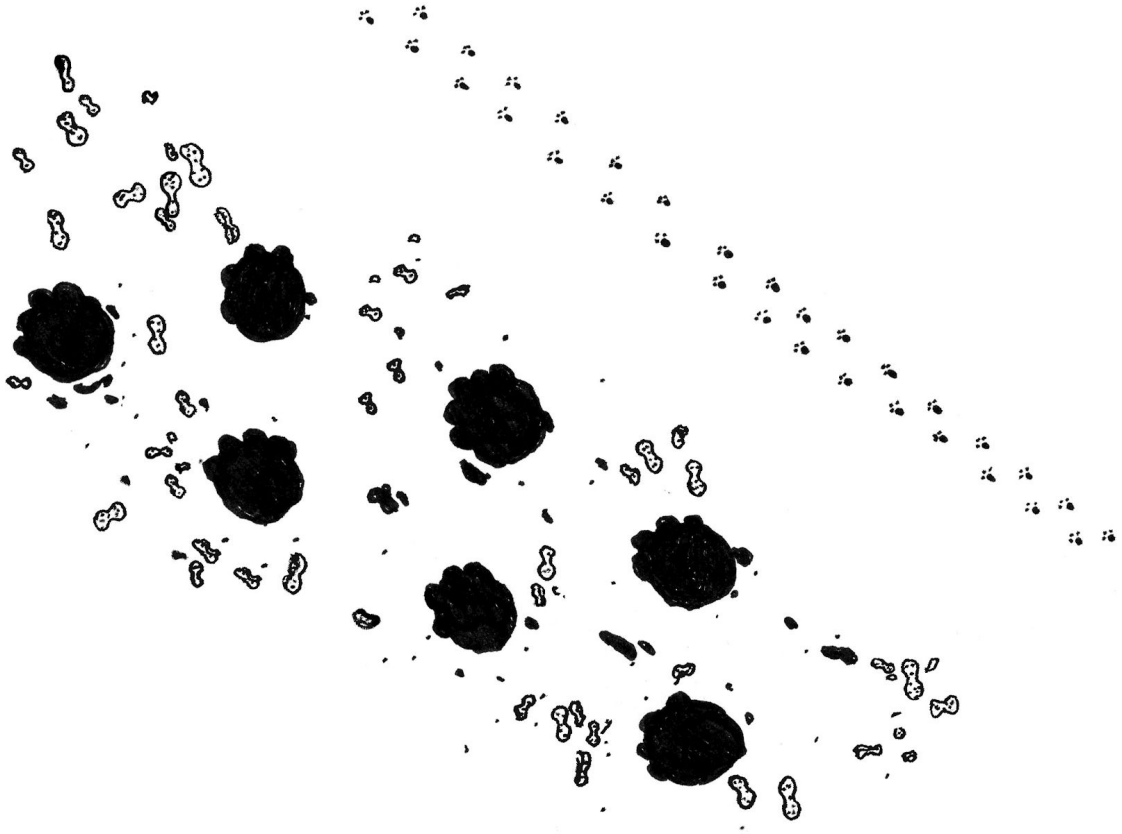
3. Mizzle says some funny things about himself on the Internet. What are they?

He says he likes Swiss cheese, his photo is of cheese, and he has a pet flea.

4. Is there anything that Electra posted on the Internet that could become a problem for her? If so, what and why?

Private and personal information (e.g., address, full name) allows others to learn more about her.

This could be unsafe. Saying that she fights with her brother could hurt her brother's feelings because it is public.



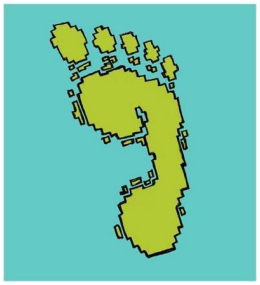
Name(s)_____ Period _____ Date _____

Name(s)_____ Period _____ Date _____

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

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

www.commonsense.org | CREATIVE COMMONS: ATTRIBUTION-NONCOMMERCIAL-SHAREALIKE

Name(s)_____ Period _____ Date _____

Your Digital Footprint

TEACHER KEY

ASSESSMENT

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
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**

Answer feedback

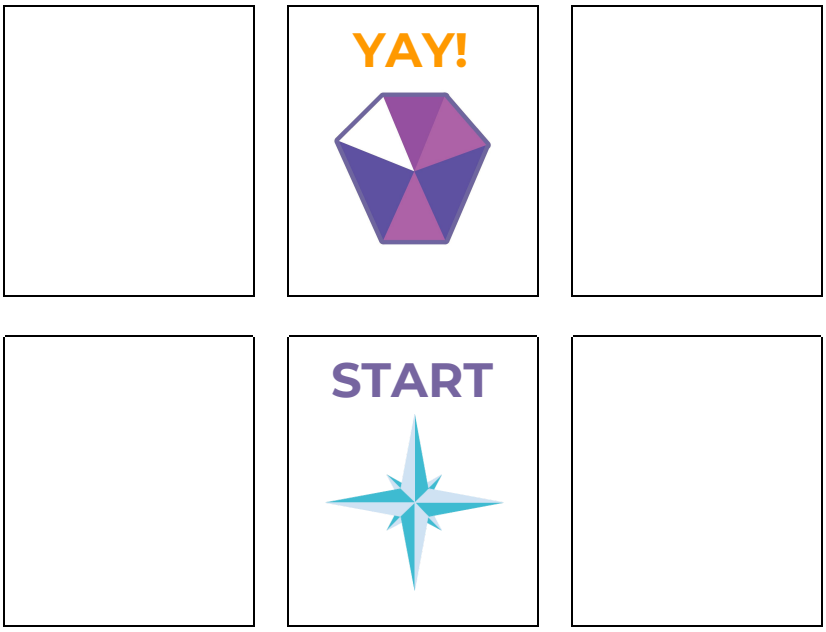
The correct answer is **c**. Tony the Tiger put private information online, like his address, which is not safe. Fran and Betty shared information, but they did not share anything private about themselves.

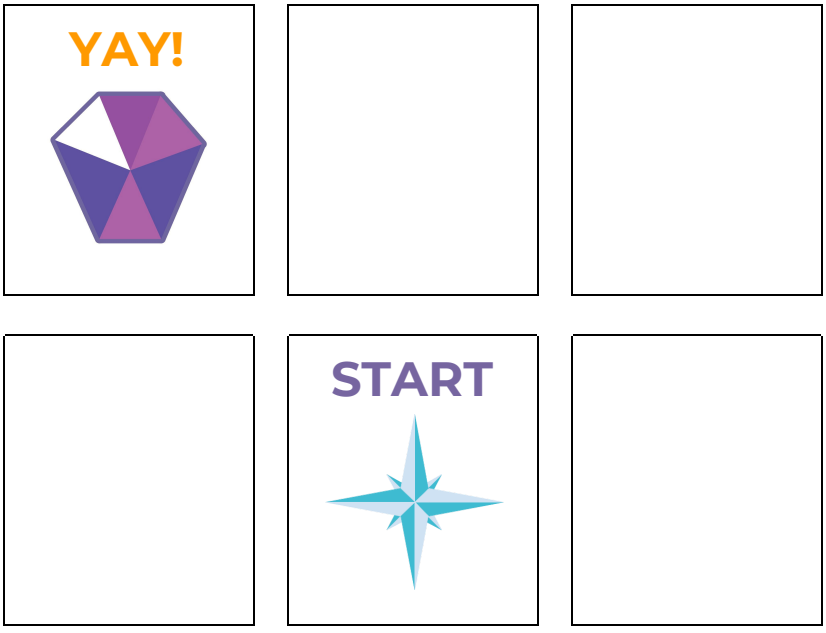
Unit 2 Lesson 2

Move It, Move It

Resources

Move It Maps 1 & 2





Move It Maps 3 & 4

START		YAY!

START		
		YAY!

Move It, Move It

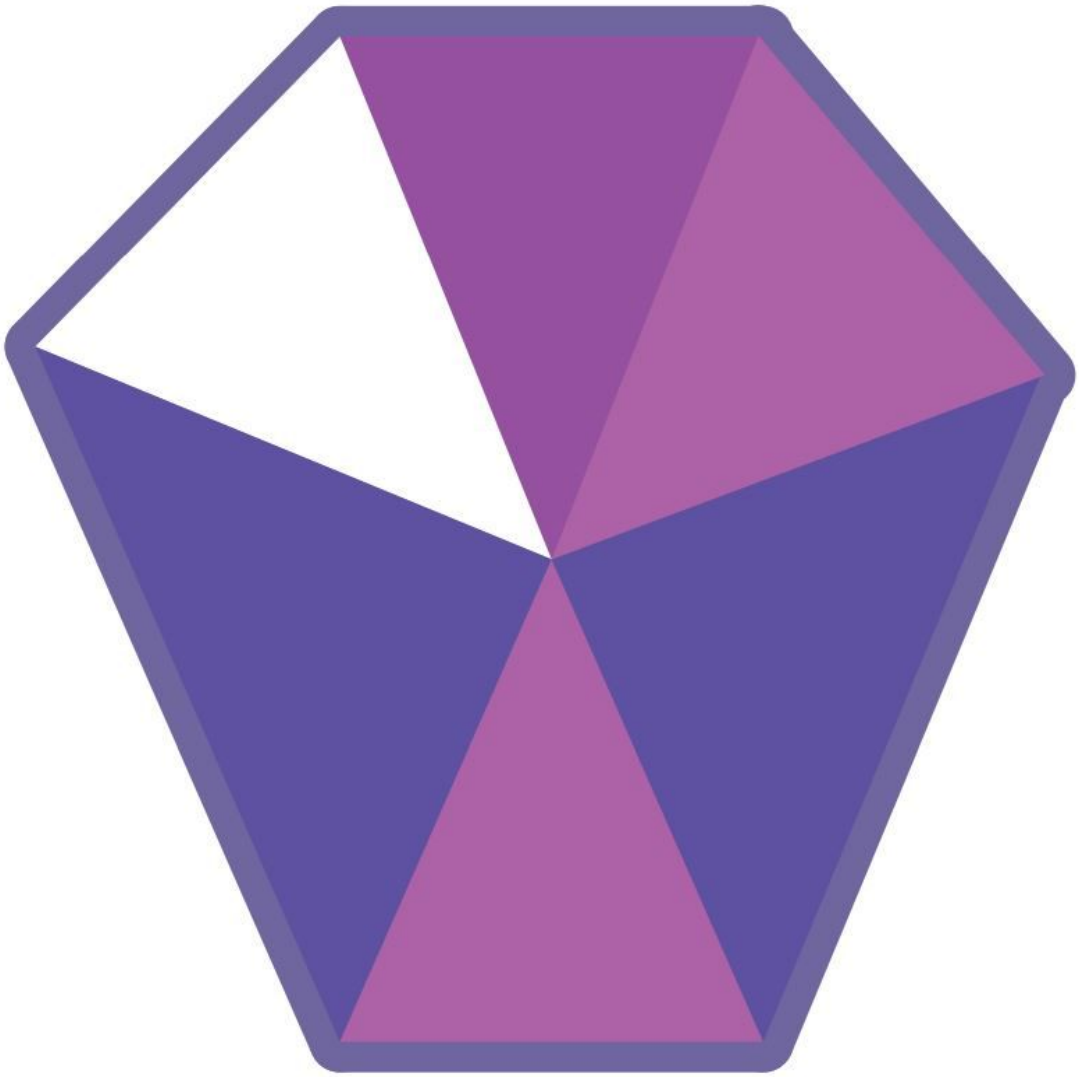
Multi-step Adventure Activity Key

These are the moves that you can do to help guide your friend.

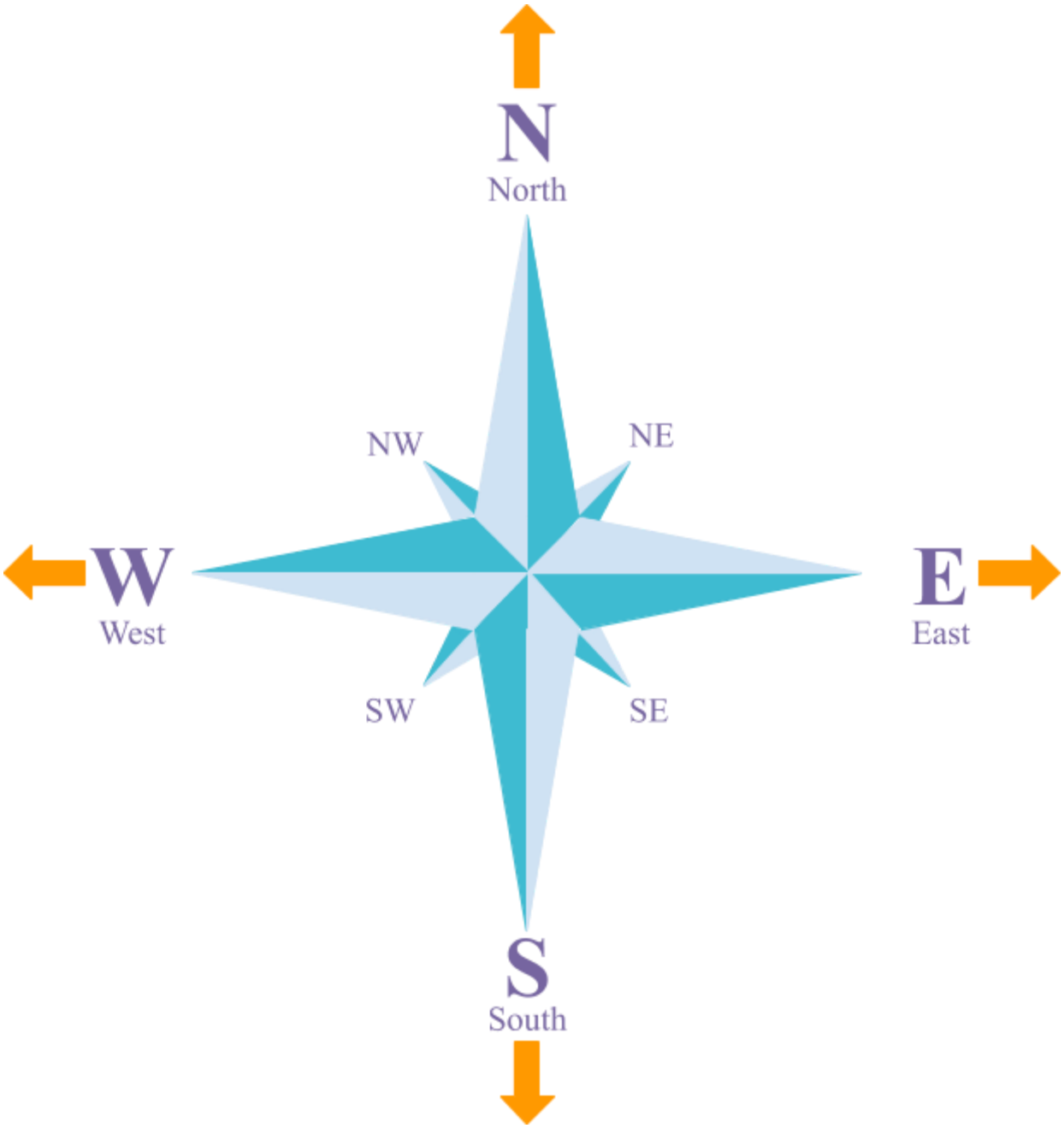
Practice a few times to be sure that you both understand what each move does.

North	South
West	East
Rest (No instruction)	Stop (Done)

YAY!



Start



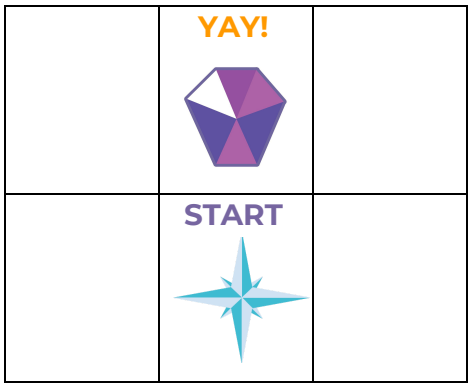
Name(s)_____ Period _____ Date _____

Move It Move It

Debugging

Each of these algorithms has a mistake. Can you find the mistake and cross it out?

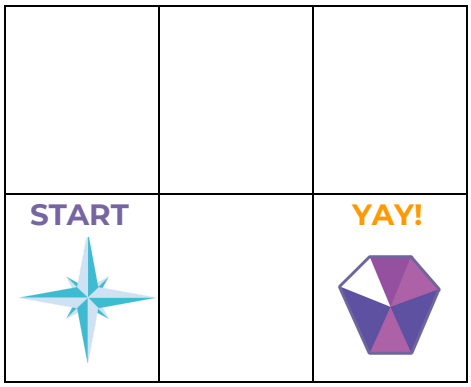
1)



Move North

Move North

2)

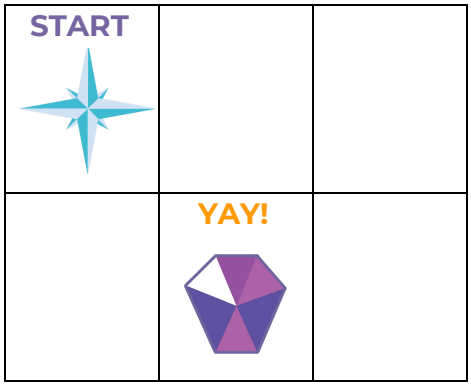


Move East

Move North

Move East

3)



Move South

Move East

Move South

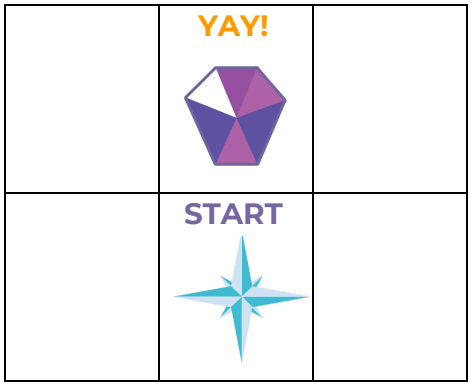
TEACHER KEY

Move It Move It

Debugging

Each of these algorithms has a mistake. Can you find the mistake and cross it out?

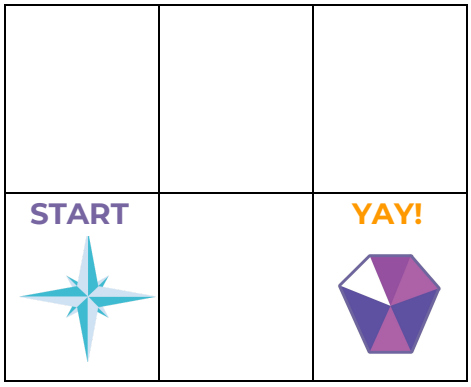
1)



Move North

~~Move North~~

2)

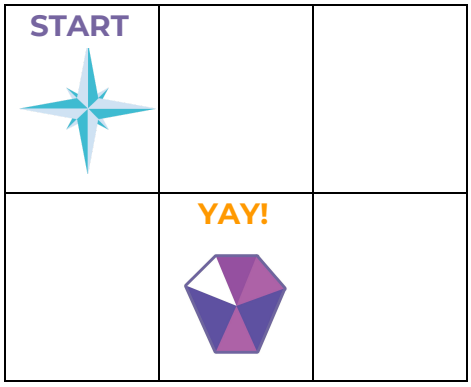


Move East

~~Move North~~

Move East

3)



Move South

Move East

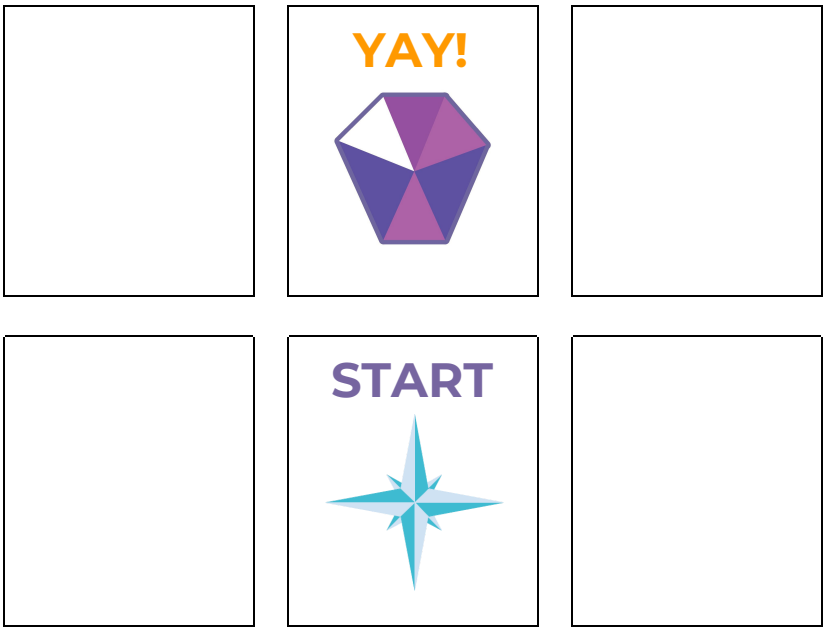
~~Move South~~

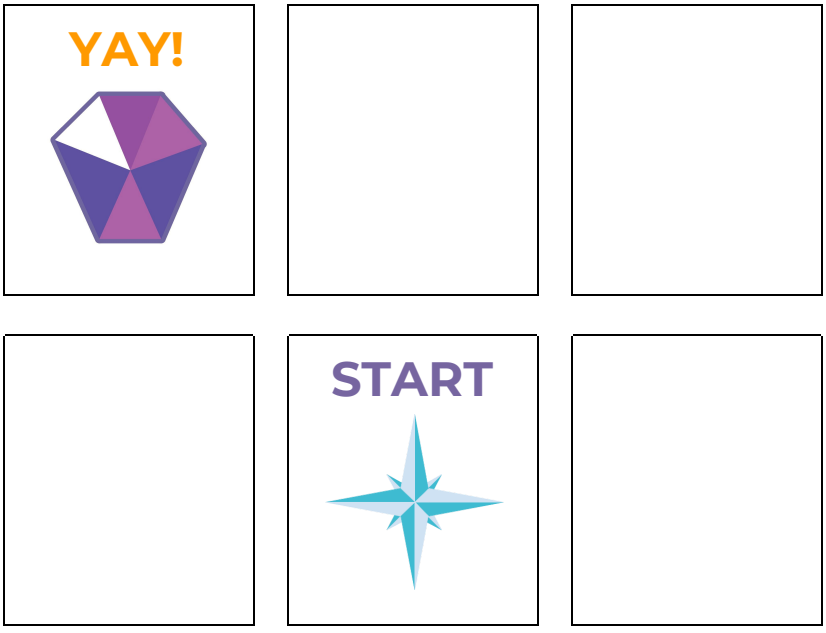
Unit 2 Lesson 3

Sequencing with Angry Birds

Resources

Move It Maps 1 & 2





Move It Maps 3 & 4

START		YAY!

START		
		YAY!

Move It, Move It

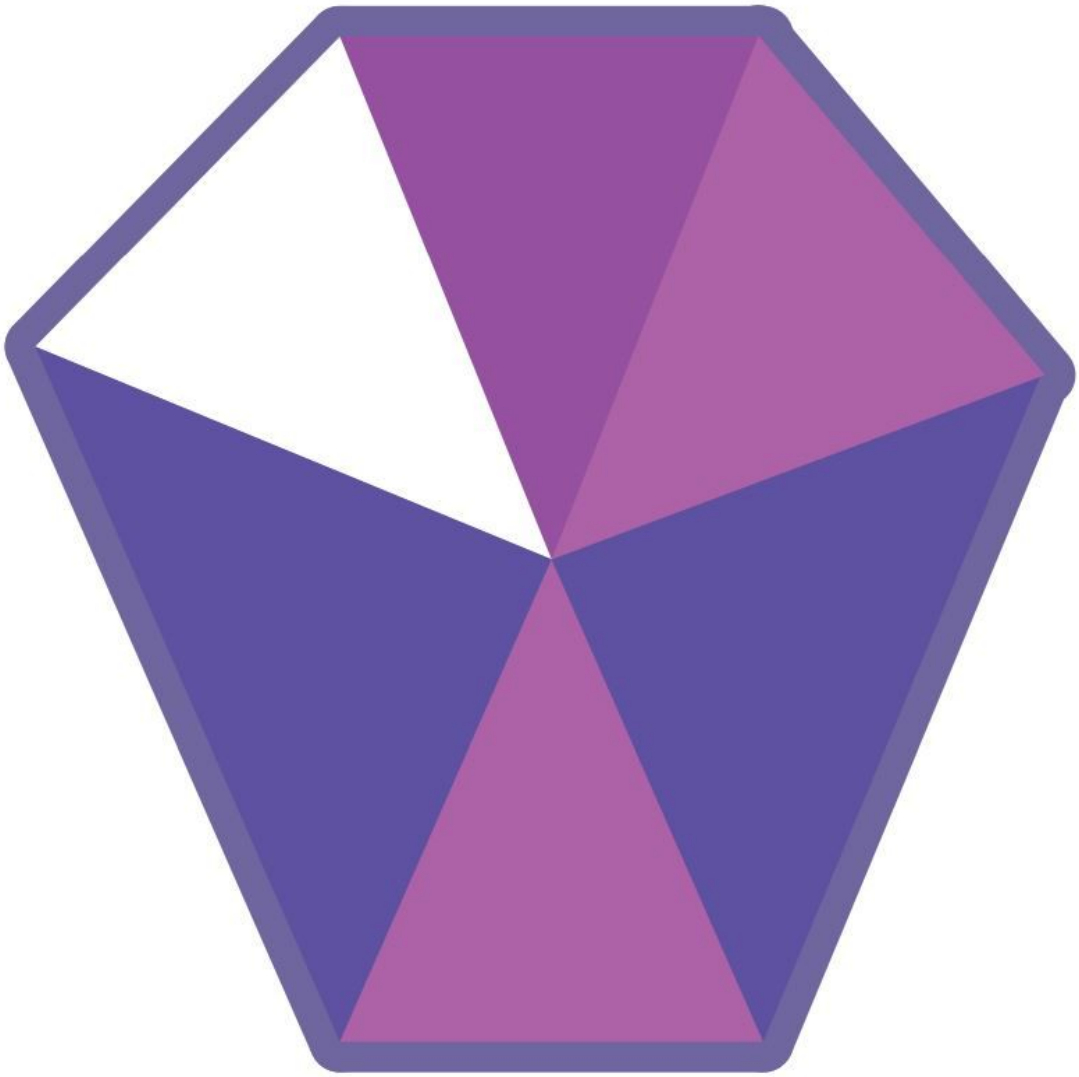
Multi-step Adventure Activity Key

These are the moves that you can do to help guide your friend.

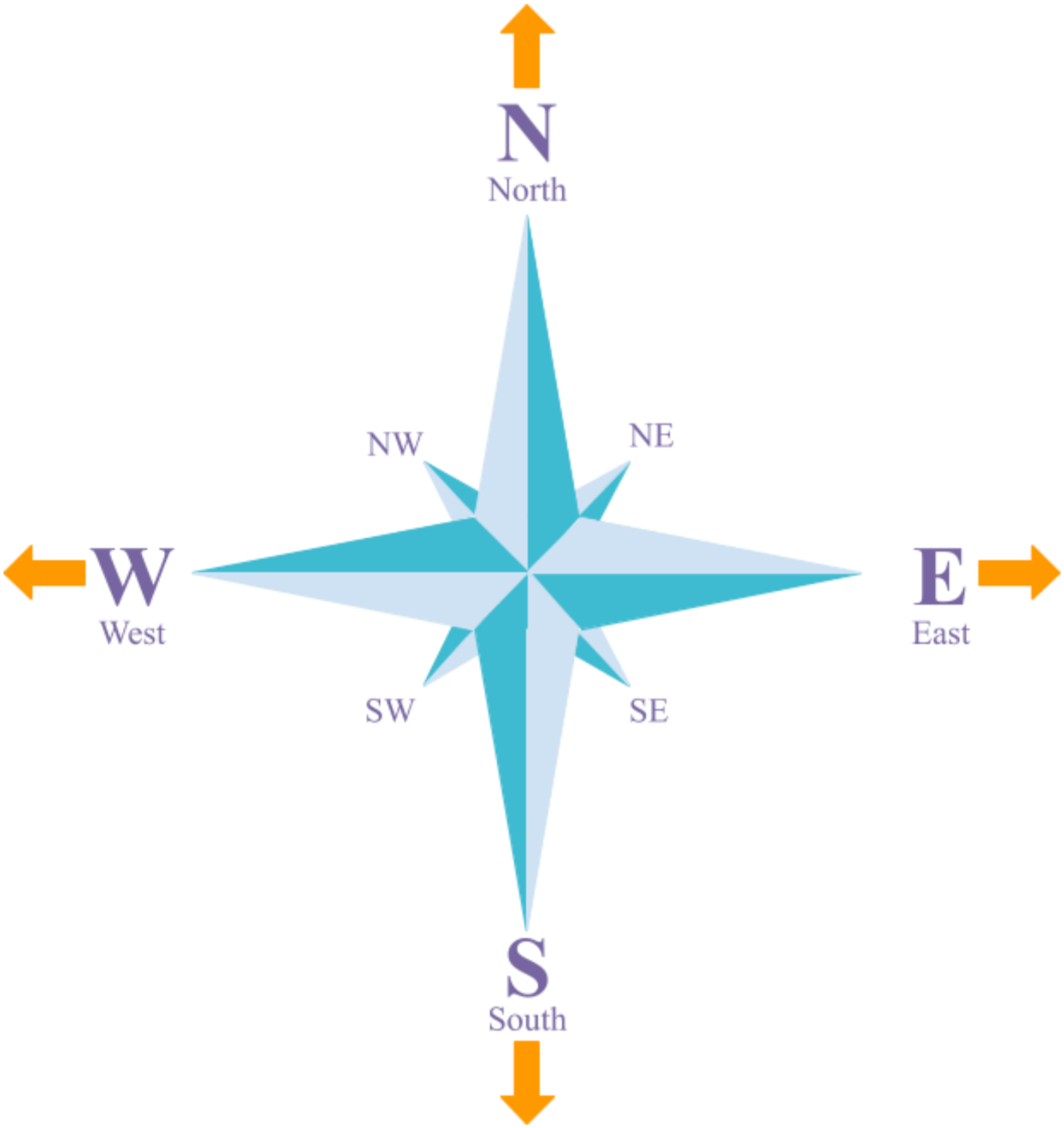
Practice a few times to be sure that you both understand what each move does.

North	South
West	East
Rest (No instruction)	Stop (Done)

YAY!



Start

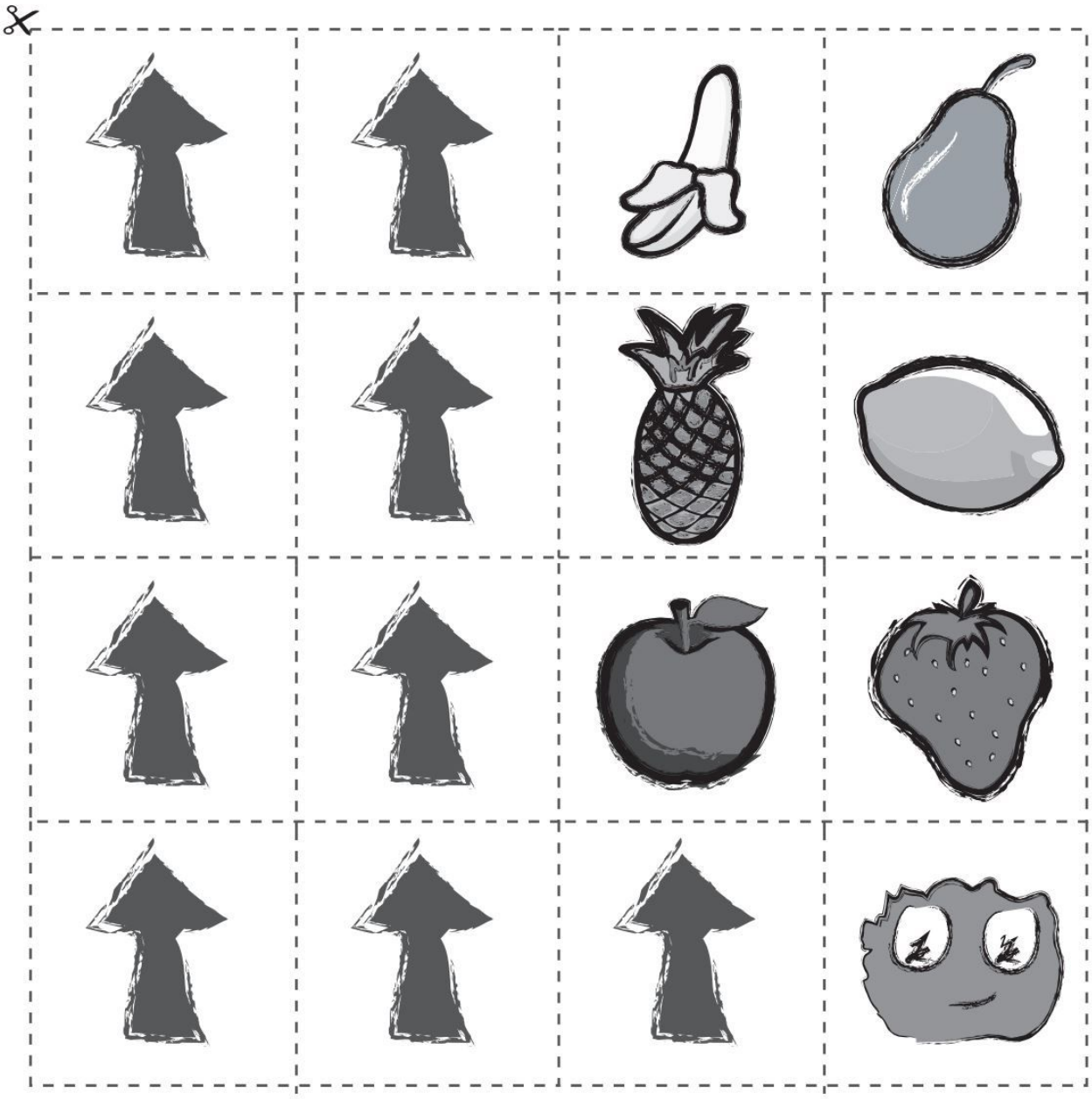


Unit 2 Lesson 4

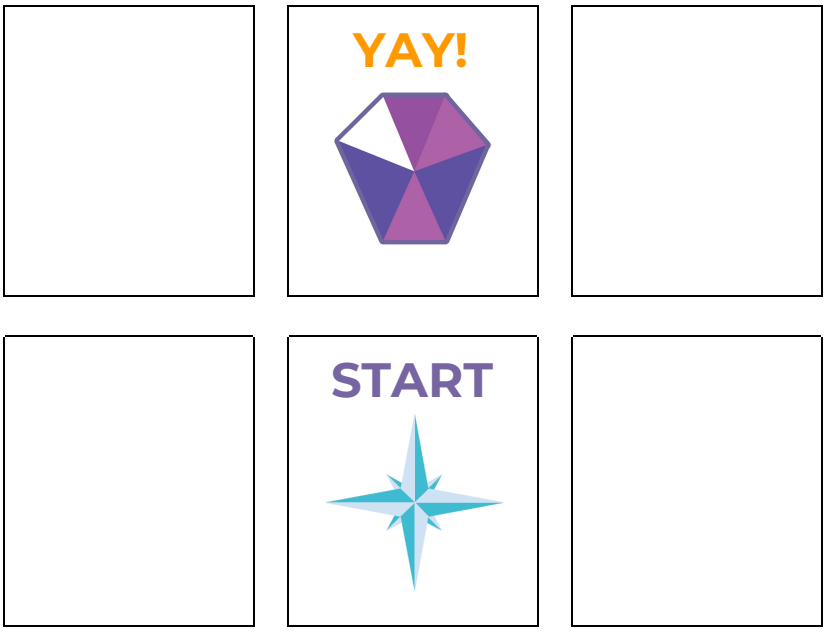
Programming with Angry Birds

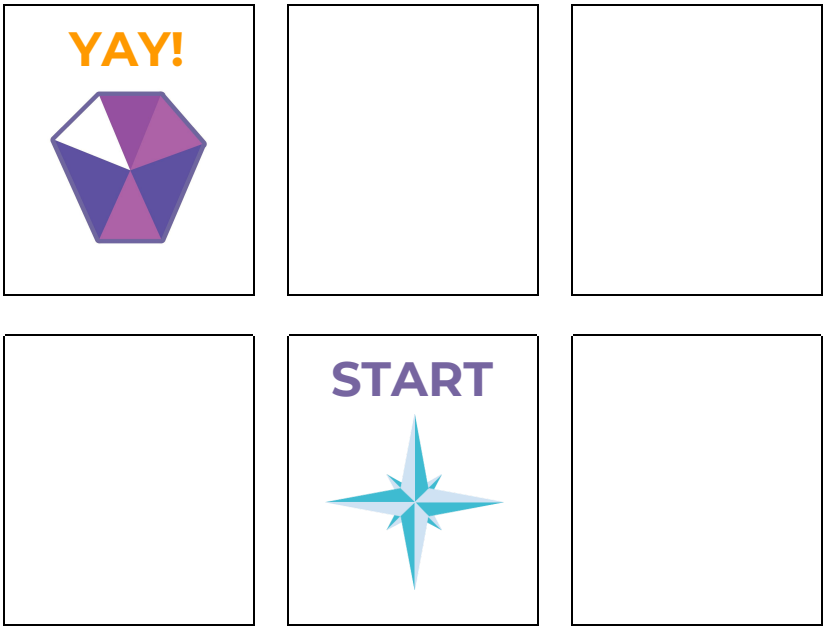
Resources

Happy Maps Game Pieces



Move It Maps 1 & 2





Move It Maps 3 & 4

START		YAY!

START		
		YAY!

Move It, Move It

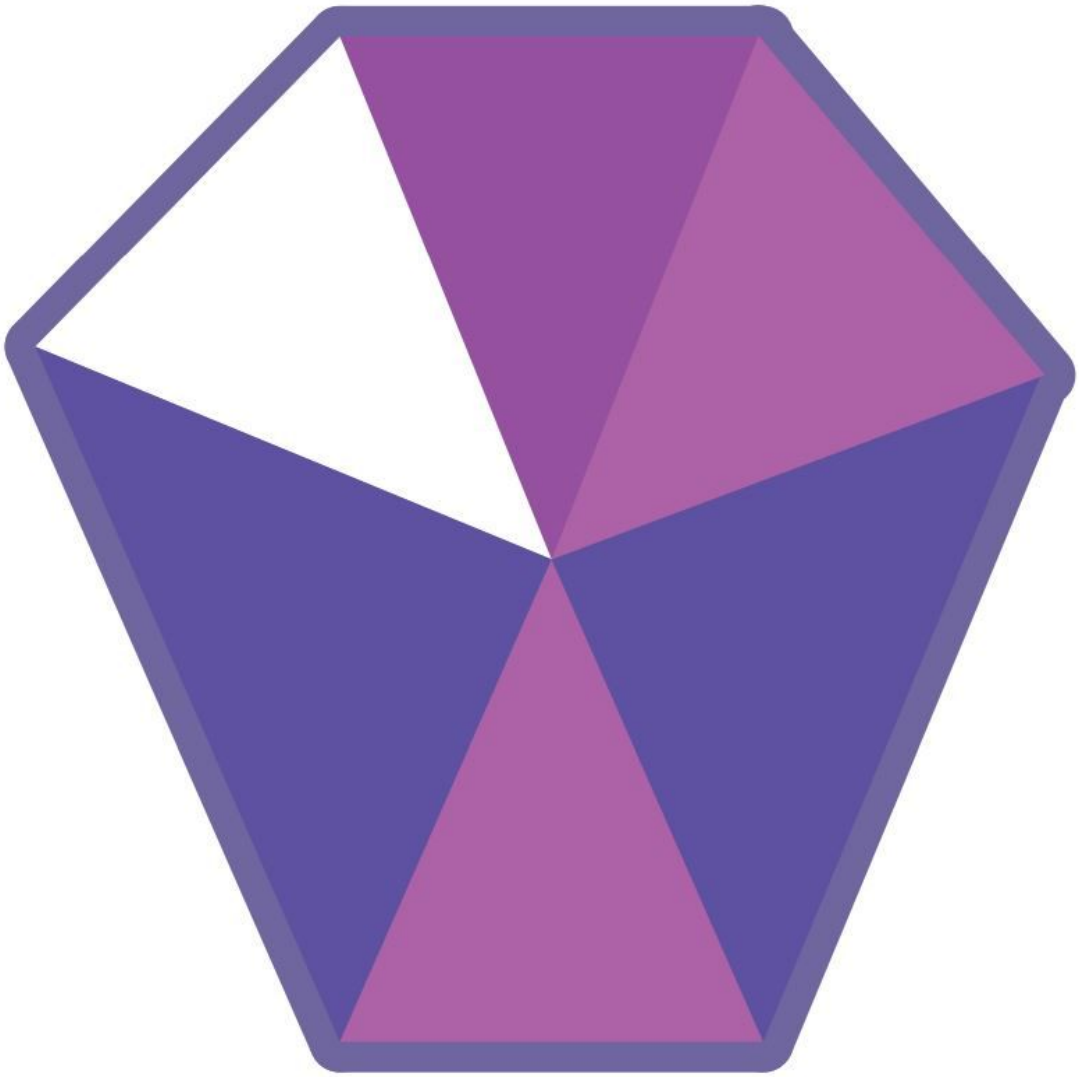
Multi-step Adventure Activity Key

These are the moves that you can do to help guide your friend.

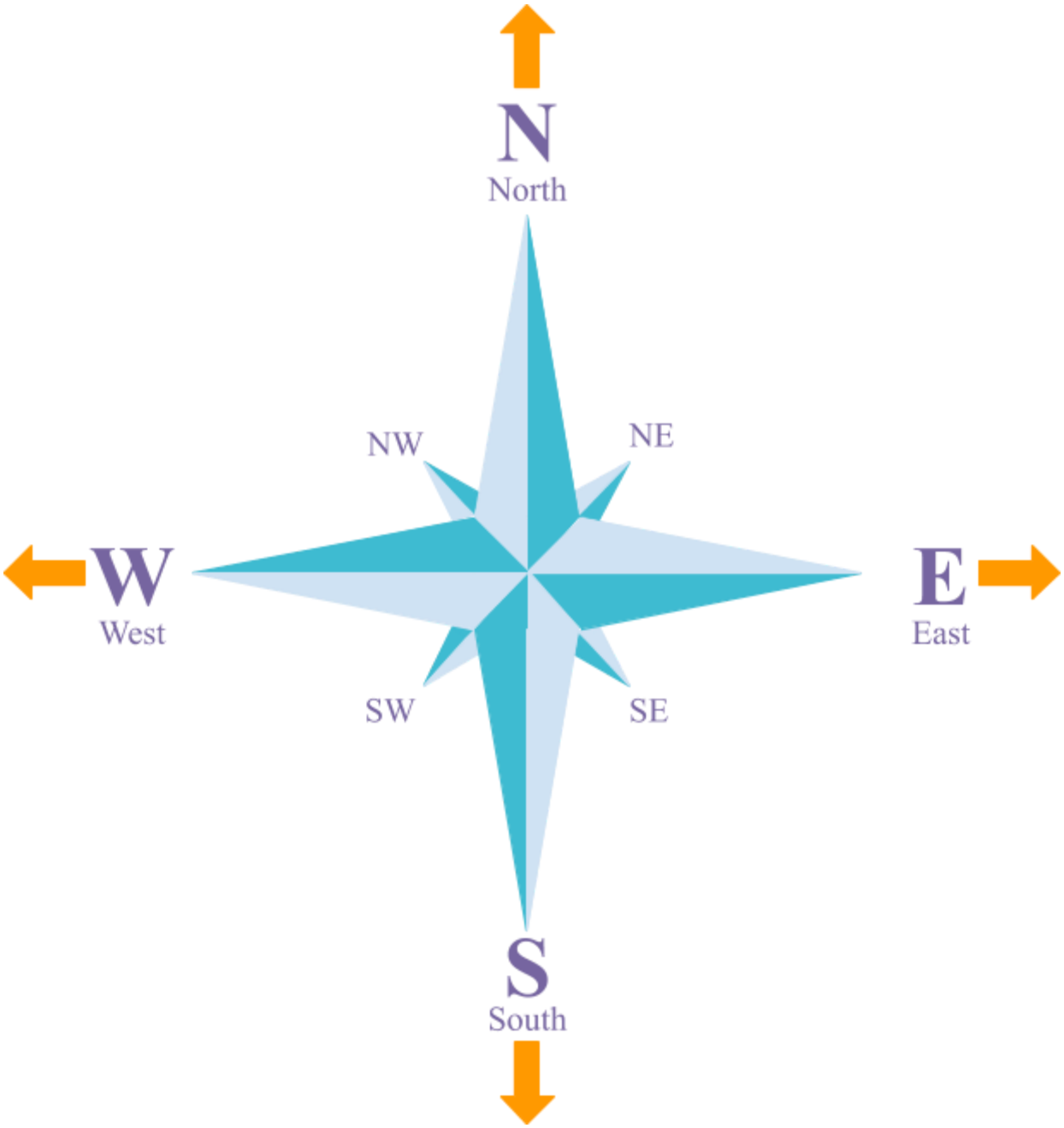
Practice a few times to be sure that you both understand what each move does.

North	South
West	East
Rest (No instruction)	Stop (Done)

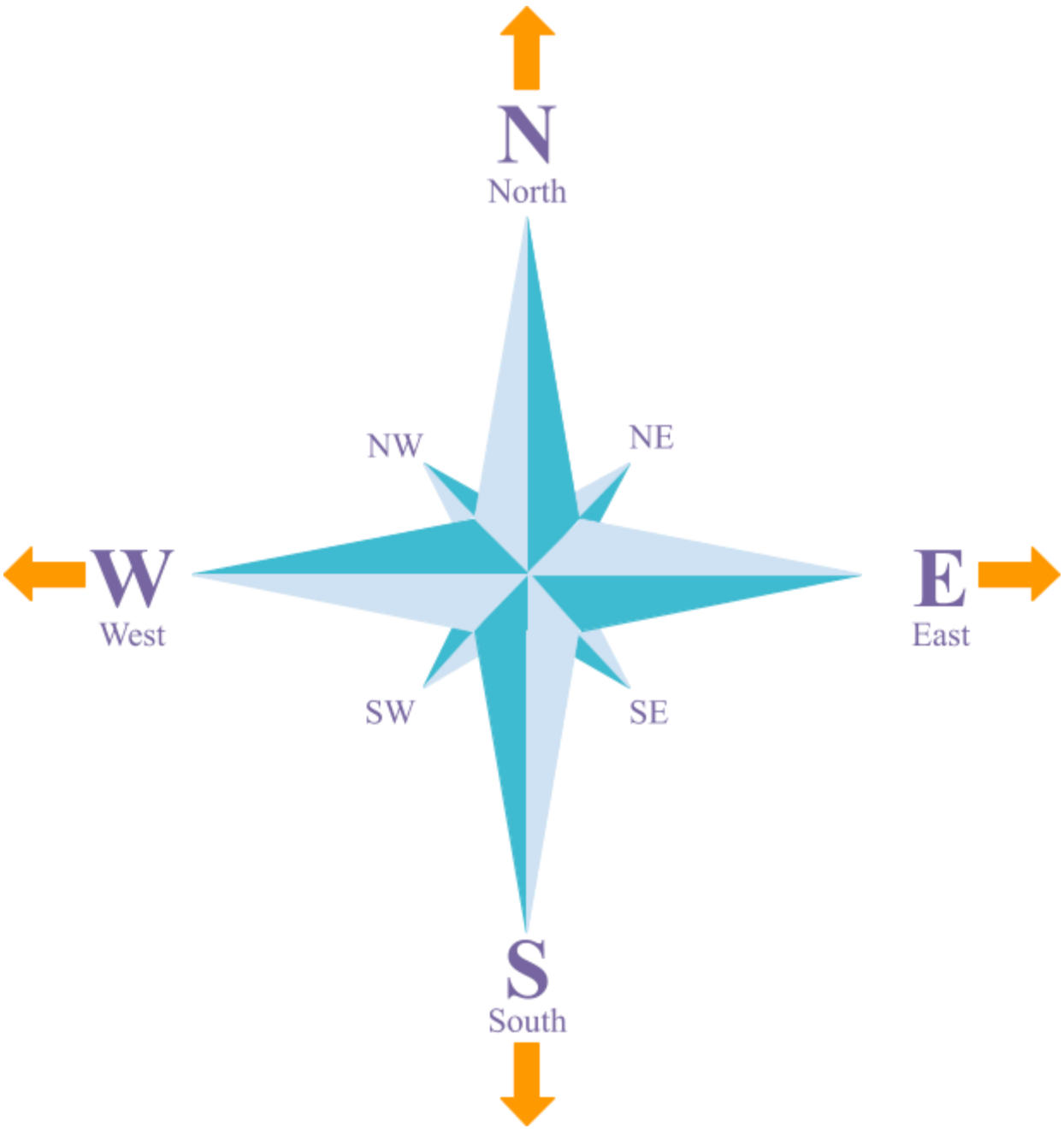
YAY!



Start



Code.org Compass Rose



Unit 2 Lesson 5

Programming with Harvester

Resources

Unit 2 Lesson 6

Getting Loopy

Resources

The Iteration

Repeat this part **3** times!

Clap

Clap

Clap

Behind Head

Waist

Behind Head

Waist

Clap

Clap

Clap

Left Up

Right Up

Left Up

Right Up

Clap

Clap

Clap

Then do this!

Belly Laugh

Name:_____ Date:_____

Getting Loopy

Unplugged Loops Activity

Looping can save space! What if we wanted to take The Iteration dance below and make more loops inside? Can you circle the actions that we can group into a loop and cross out the ones that we don't need anymore? Write a number next to each circle to let us know how many times to repeat the action.

The first line has been done for you.

*Repeat this part **3** times!*

3

Clap

Clap

Clap

Behind Head

Waist

Behind Head

Waist

Clap

Clap

Clap

Left Up

Right Up

Left Up

Right Up

Clap

Clap

Clap

Then do this!

Belly Laugh

Name:_____ Date:_____

Getting Loopy

Unplugged Loops Activity

TEACHER KEY

Getting Loopy

Unplugged Loops Activity

Repeat this part **3** times!

3

Clap

Clap

Clap

2

Behind Head

Waist

Behind Head

Waist

3

Clap

Clap

Clap

2

Left Up

Right Up

Left Up

Right Up

3

Clap

Clap

Clap

Then do this!

Belly Laugh

Unit 2 Lesson 7

Loops with Harvester

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

Unit 2 Lesson 8

Loops with Laurel

Resources

Unit 2 Lesson 9

Drawing Gardens with Loops

Resources

Unit 2 Lesson 10

The Right App

Resources

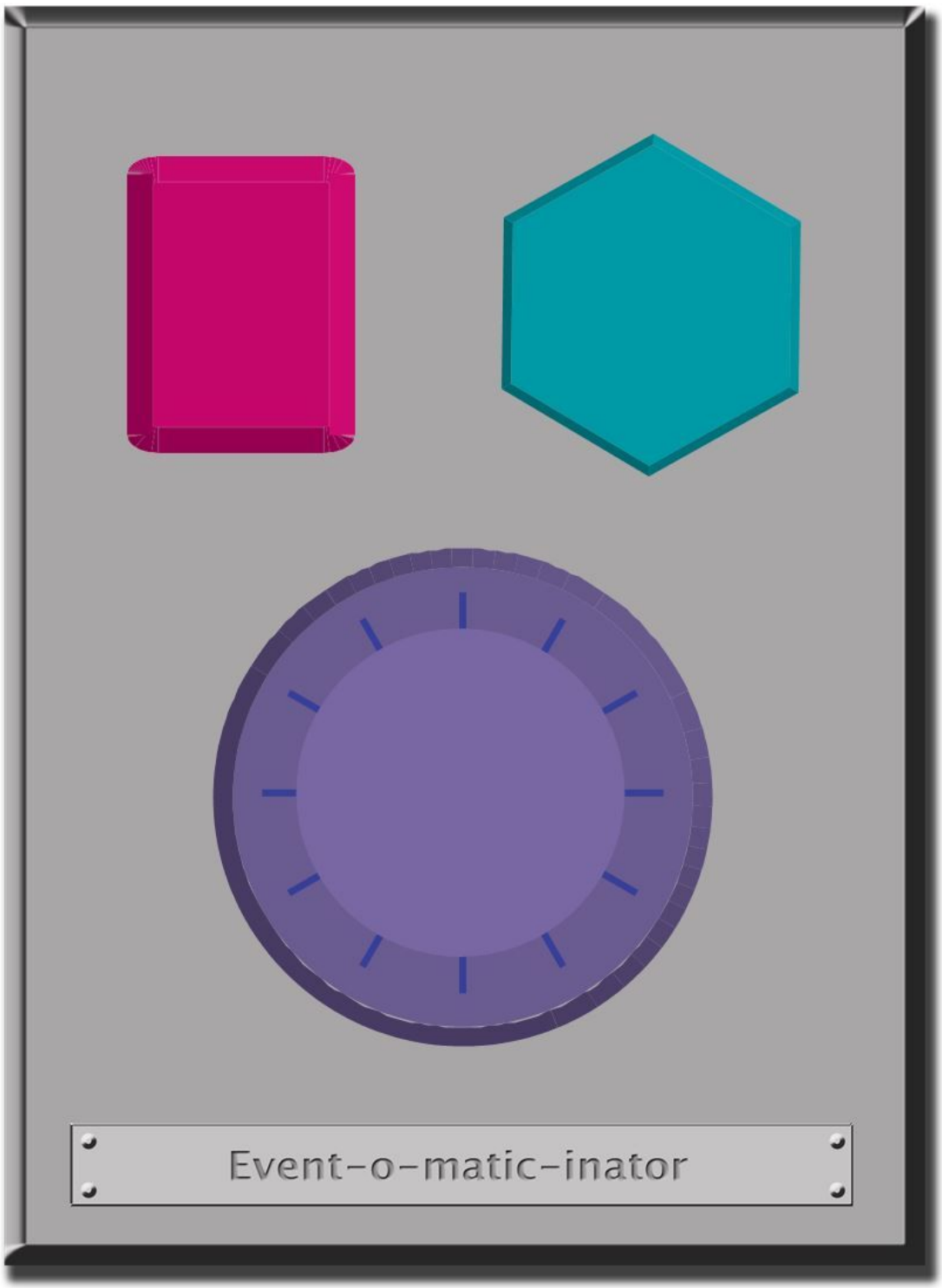
Unit 2 Lesson 11

The Big Event Jr.

Resources

The Big Event

Event Controller

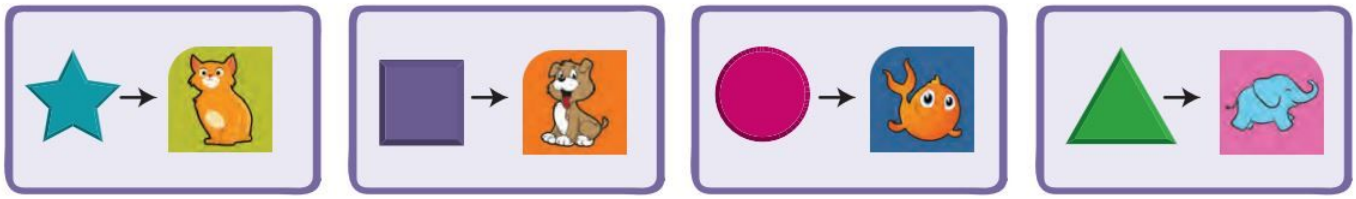


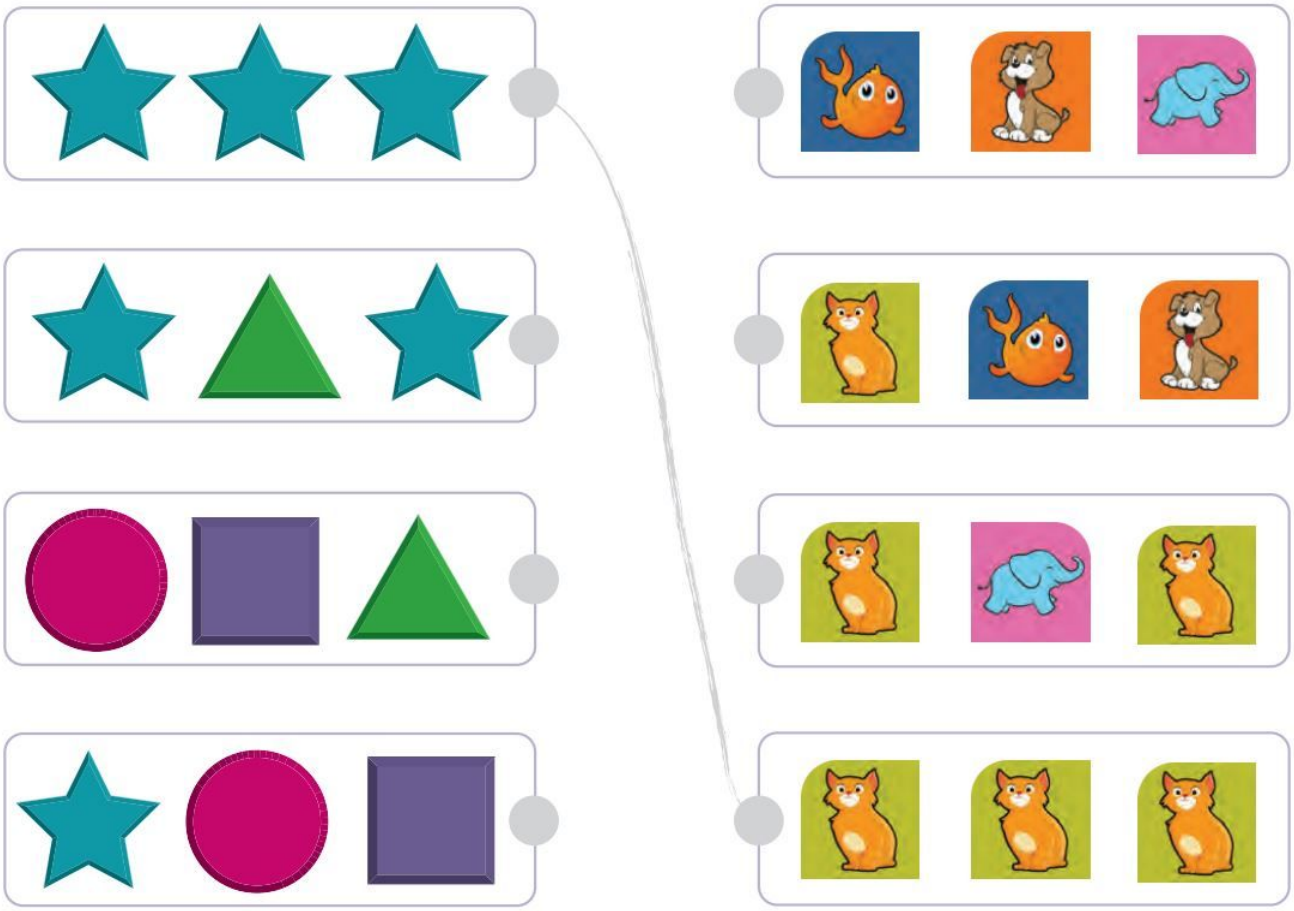
Name(s)_____ Period _____ Date _____

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

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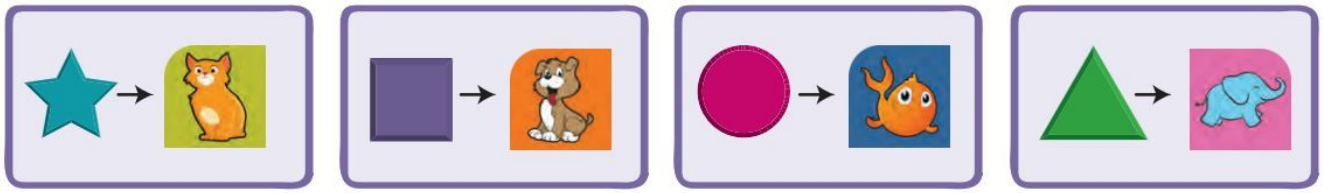

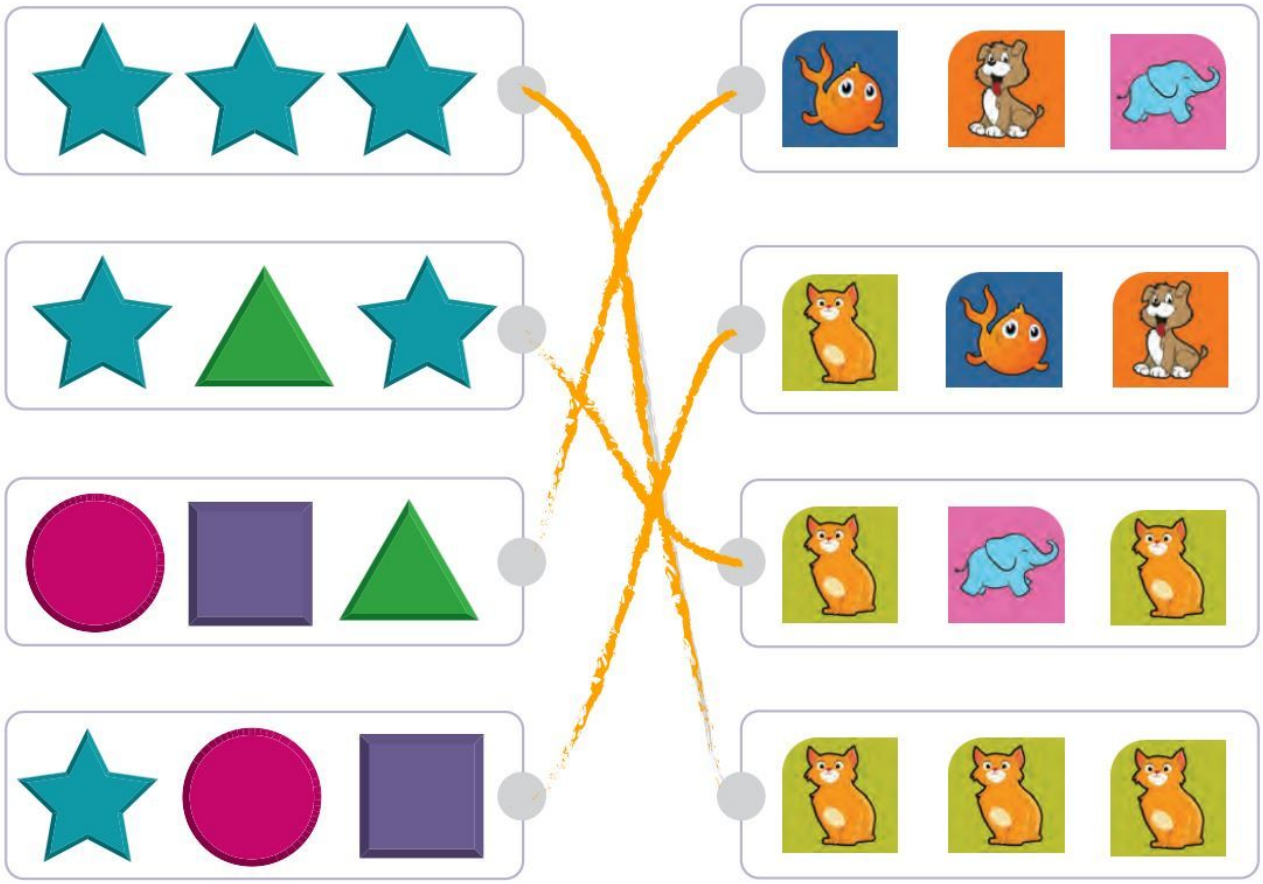

Unit 2 Lesson 12

A Royal Battle with Events

Resources

Main Activity Notes

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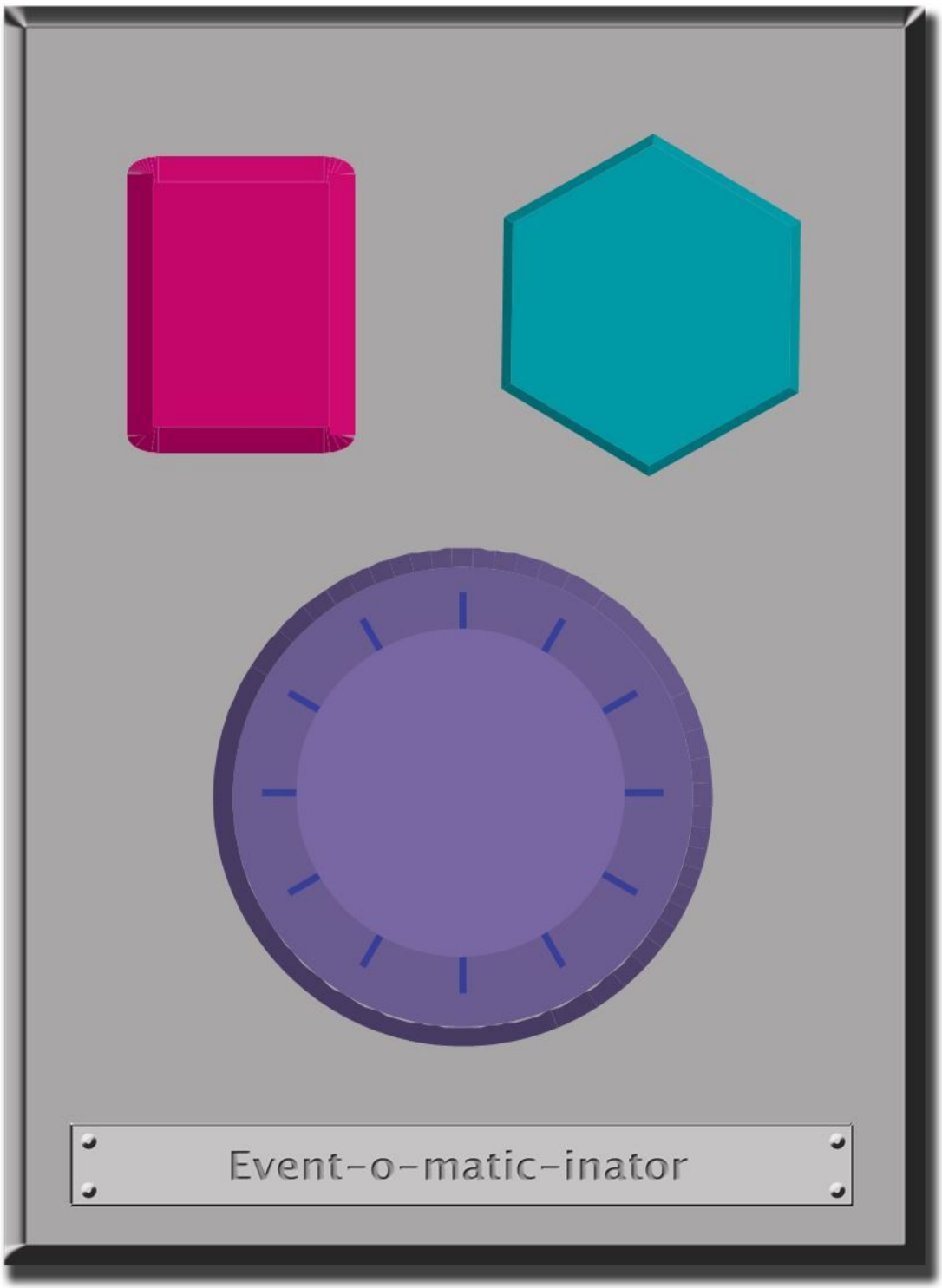
- Don't touch the classmate's mouse
- Make sure the classmate can describe the solution to you out loud before you walk away

The Big Event

Event Controller