# Unit 3 Lesson 1

## Screen Out the Mean

### Resources

# Screen Out the Mean

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

**1. Draw lines to show which things a cyberbully would do most and which things an in-person bully would do most.**



IN-PERSON BULLY

CYBERBULLY

| Threatens to pull your hair | Takes your stuff in an online game | Sends mean emails | Hits you |

*Answer feedback:* A cyberbully does and says mean things online. An in-person bully is mean in person.

**2. A cyberbully might:**

   **a) Write an email to make someone feel scared**

   b) Say mean things at recess
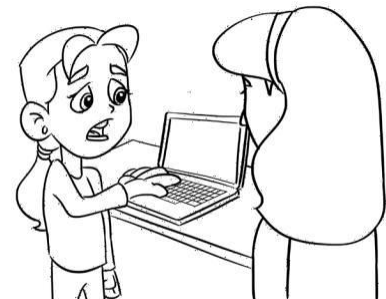
   c) Share a knock-knock joke online

*Answer feedback*: The correct answer is **a**. Cyberbullies are mean online.

**3. What should you do if you are cyberbullied?**

   a) Stop using the computer until it is safe

   b) Tell an adult you trust

   **c) Both a and b**

*Answer feedback:* The correct answer is **c**. If someone is mean to you online, get off the computer and tell an adult. Saying mean things to a cyberbully won't help.

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# Screen Out the Mean

**1. Draw lines to show which things a cyberbully would do most and which things an in-person bully would do most.**

IN-PERSON BULLY                    CYBERBULLY

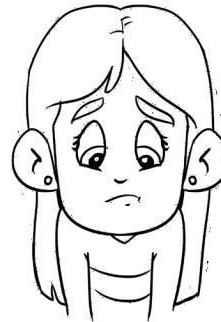| Threatens to pull your hair | Takes your stuff in an online game | Sends mean emails | Hits you |

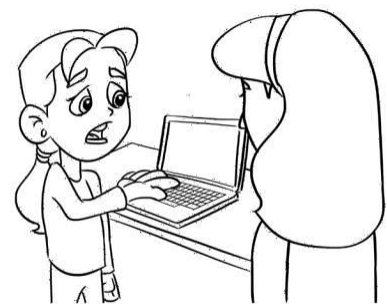**2. A cyberbully might:**

a) Write an email to make someone feel scared

b) Say mean things at recess

c) Share a knock-knock joke online

**3. What should you do if you are cyberbullied?**

a) Stop using the computer until it is safe

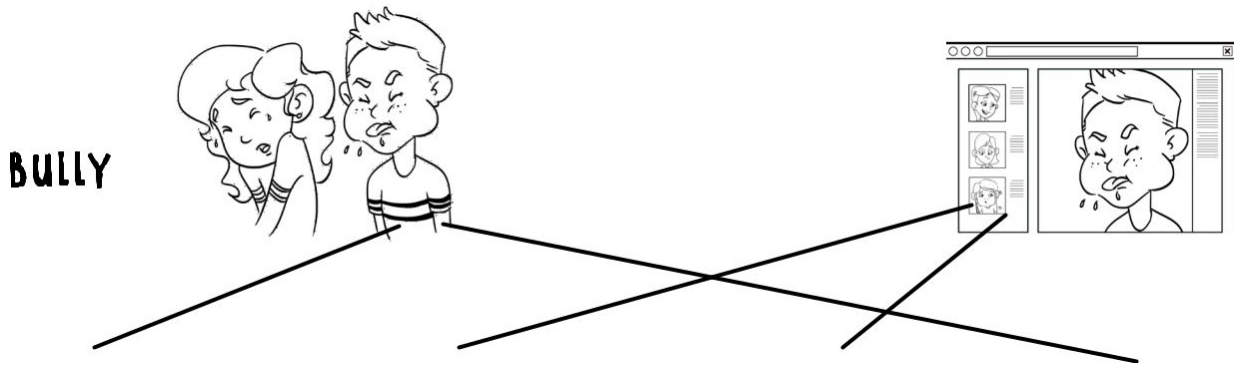b) Tell an adult you trust

c) Both a and b

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Name(s)_____ Period _____ Date _____

# Screen Out the Mean

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**ASSESSMENT**

**TEACHER VERSION**

**1. Draw lines to show which things a cyberbully would do most and which things an in-person bully would do most.**

BULLY



Threatens to
pull your hair

Takes your stuff
in an online game

Sends mean
emails

Hits you

*Answer feedback*

A cyberbully does and says mean things online. An in-person bully is mean in person.

**2. A cyberbully might:**

   **a) Write an email to make someone feel scared**

   b) Say mean things at recess

   c) Share a knock-knock joke online

*Answer feedback*

The correct answer is **a**. Cyberbullies are mean online.

**3. What should you do if you are cyberbullied?**

   a) Stop using the computer until it is safe

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b) Tell an adult you trust

**c) Both a and b**

*Answer feedback*

The correct answer is **c**. If someone is mean to you online, get off

the computer and tell an adult. Saying mean things to a cyberbully won't help.

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1

# Screen Out the Mean

## Directions

Jada's parents let her play on a website where she can take care of a pet pony and decorate its stall. Her friend Michael has played with her in the past and knows her username and password.
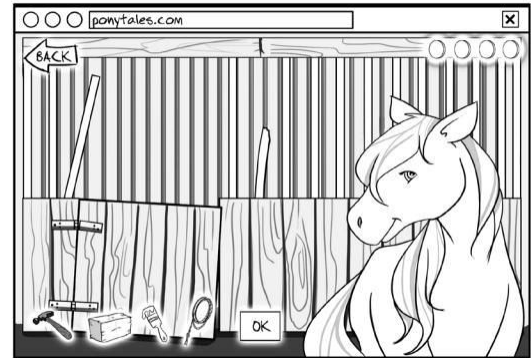


One day Jada goes to the site to care for her pony. She finds that her pony's stall is a mess and that there are some things missing.

## What do you think happened?

_____

## How do you think Jada feels?

_____

_____

## What should you do if someone starts cyberbullying you?



**STOP** using the computer until it is safe.

**TELL** an adult you trust.

Go **ONLINE** only when a trusted adult says it's **OK**.

**PLAY** online only with kids who are nice.

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# Online Safety

**Stop** using the computer until it is safe.

**Tell** an adult you trust.

Go **Online** when an adult says it's OK.

**Play** online only with kids you know who are nice.

Using Materials From
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# Unit 3 Lesson 2

## Powerful Passwords

### Resources

# Unit 3 Lesson 3

## My Robotic Friends Jr.

### Resources

Great      Good      Okay      Bad

Sad      Angry      Frustrated      Confused

# Unit 3 Lesson 4

## Programming with Angry Birds

### Resources

# Unit 3 Lesson 5

## Debugging in Maze

### Resources

# Code.org Debugging Recipe

These debugging tips will help you keep moving when you get stuck!

## Work to Avoid Mistakes

Read the directions.

What is the goal of the puzzle?

Take it slow and go one step at a time.

Can you talk about the problem in your own words?

Were you given any code to start?
- What does it do?
- Why do you think it's there?

## Debugging

Look for problems each step of the way.

Describe what was supposed to happen.

Describe what is going wrong.

Does the difference between what was supposed to happen and what did happen give you any clues?

Fix one thing at a time, then describe how the result changed.

Try leaving "breadcrumbs" in your program. You can put clues inside your code (like having your program "say" something) to let you know when each chunk runs.

Try doing each task as its own chunk, then put all of the pieces together at the end so it is easier to see what each thing does.

Talk to a friend. Maybe one of your classmates can help you figure out where your plan goes awry.

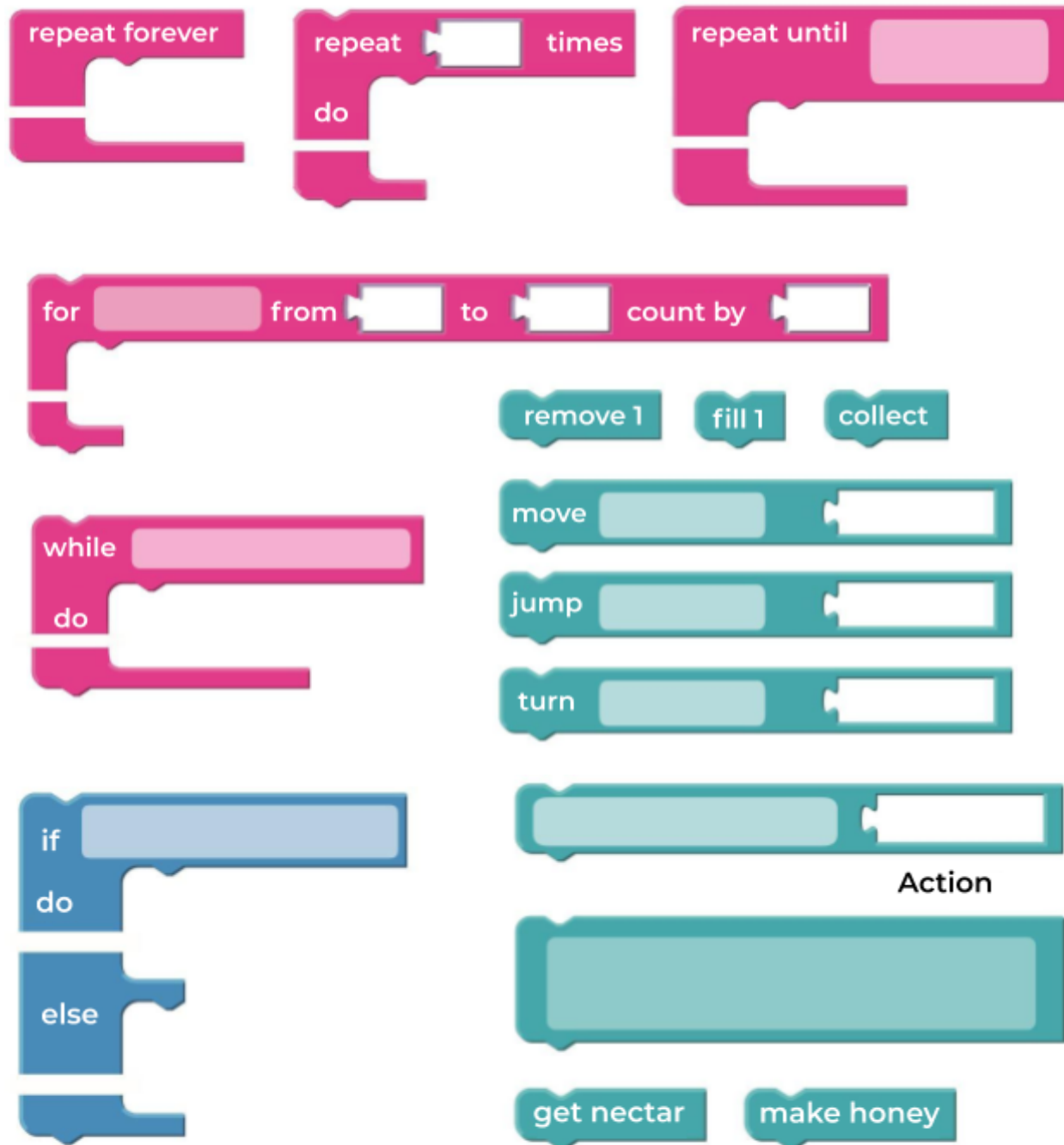Try at least three ways of xing problems before you ask for help.

# Unit 3 Lesson 6

## Collecting Treasure with Laurel
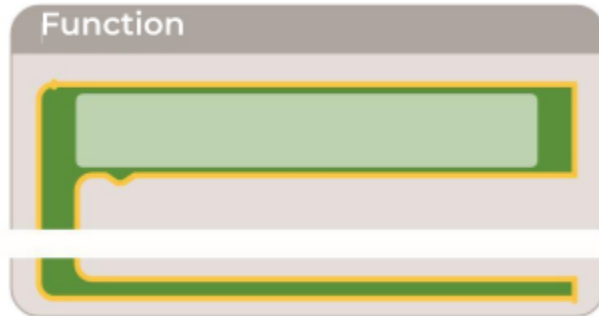
### Resources

# Code.org Debugging Recipe

repeat forever

repeat ▢ times
do

repeat until ▢

for ▢ from ▢ to ▢ count by ▢

remove 1    fill 1    collect

while ▢
do

move ▢

jump ▢

turn ▢

▢

Action

if ▢
do
else

get nectar    make honey

## Function Calls

Function

when

Event

set ___ to

Variable

## Text

" ___ "

join

move backward

move forward

turn left ↺ ▼

turn right ↺ ▼

when run

set color 🟥
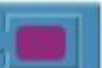set color 🟧
set color 🟨
set color 🟩
set color 🟦
set color ⬜
set color ⬛
set color 🟪
set color random color
set color ___

# Unit 3 Lesson 7

## Creating Art with Code

### Resources

# Unit 3 Lesson 8

## Binary Bracelets

### Resources

# Unit 3 Lesson 9

## My Loopy Robotic Friends Jr.

### Resources

# Unit 3 Lesson 10

## Loops with Rey and BB-8

### Resources

# Code.org Debugging Recipe
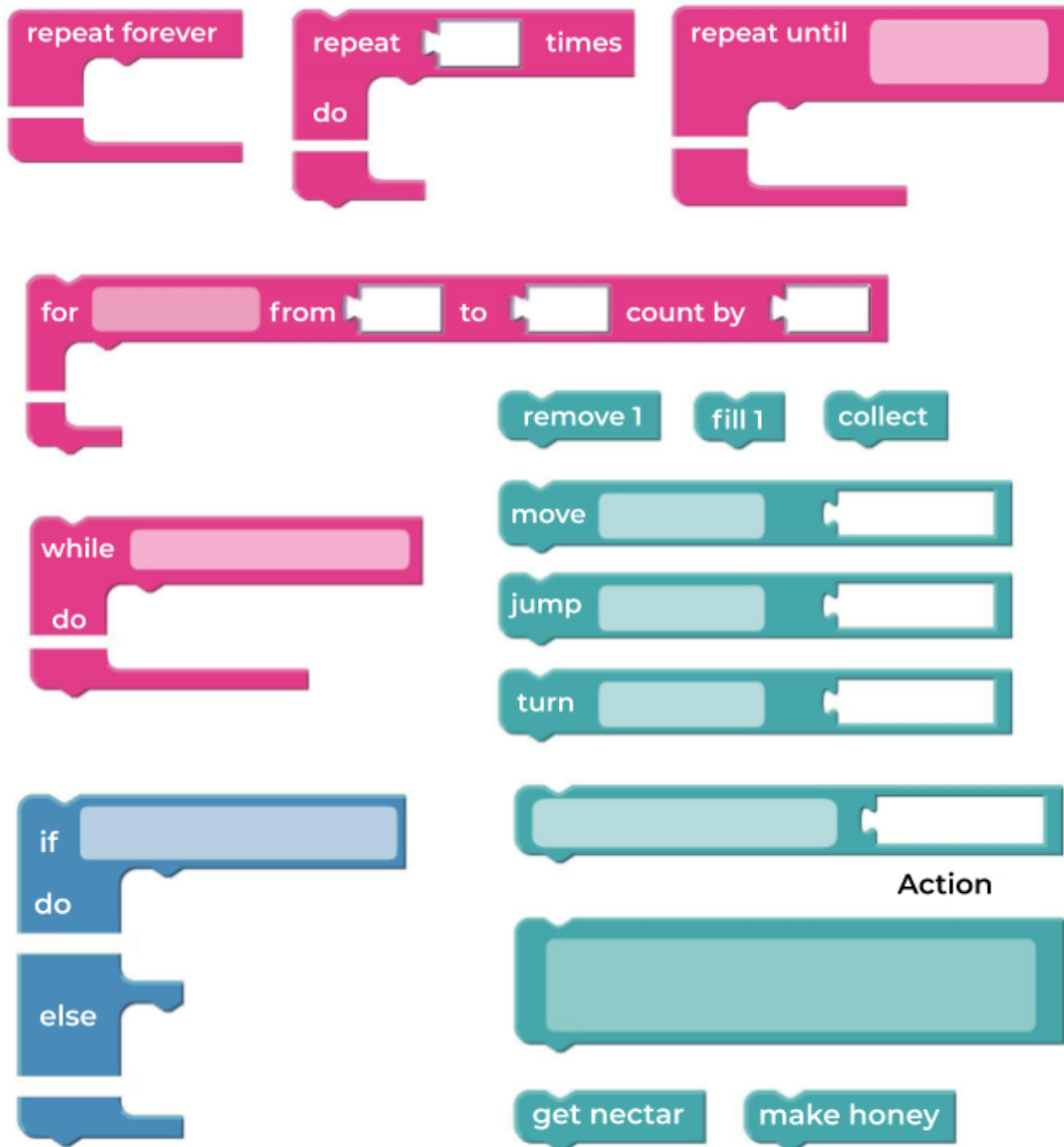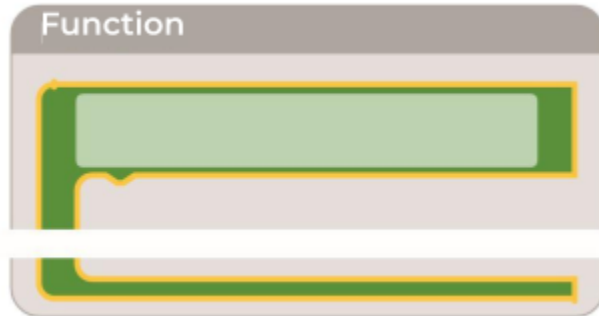
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repeat ___ times
do

repeat until ___

for ___ from ___ to ___ count by ___
do

remove 1    fill 1    collect

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get nectar    make honey

**Function Calls**

**Function**

**when**

**Event**

**set** ___ **to**

**Variable**

**Text**

" ___ "

join

move backward

move forward

turn left ↻ ▼

turn right ↻ ▼

when run

set color [red]

set color [orange]

set color [yellow]

set color [green]

set color [blue]

set color [white]

set color [black]

set color [purple]

set color [random color]

set color [ ]

# Unit 3 Lesson 11

## Harvesting Crops with Loops

### Resources

# Unit 3 Lesson 12

## Looking Ahead with Minecraft

### Resources

# Unit 3 Lesson 13

## Sticker Art with Loops
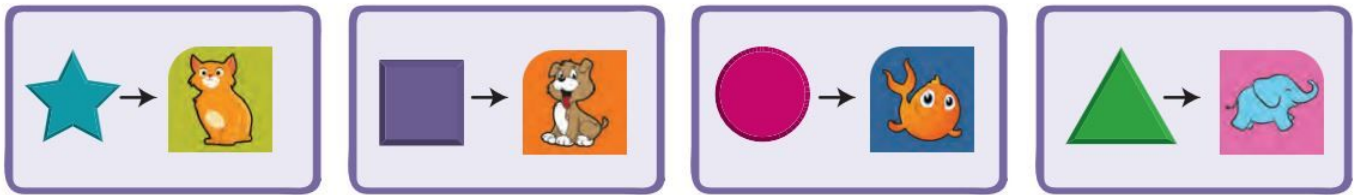
### Resources

# Unit 3 Lesson 14

## The Big Event

### Resources

# 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.
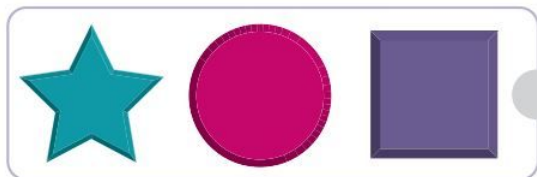
# The Big Event

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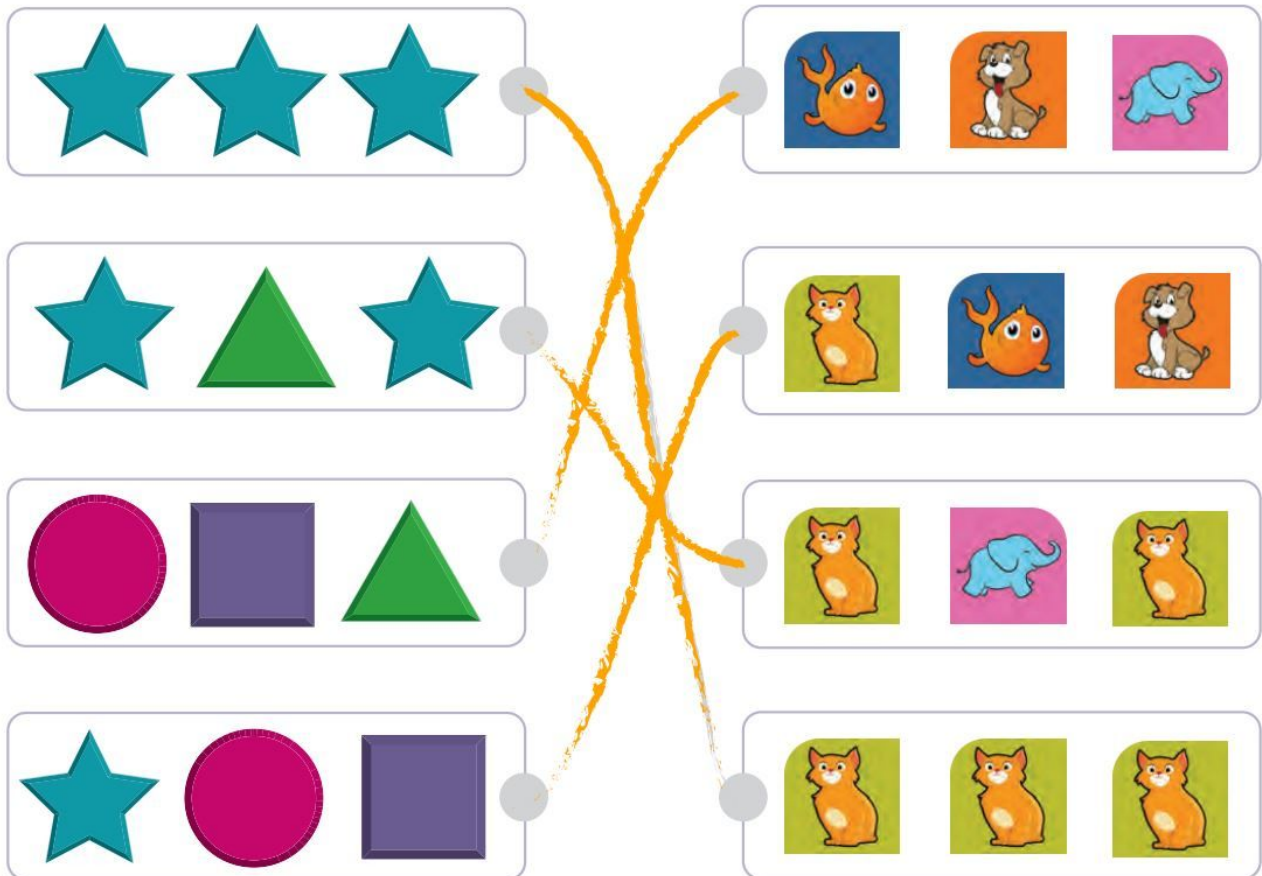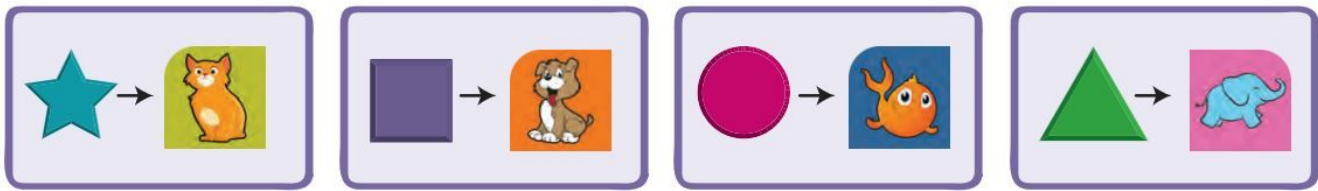
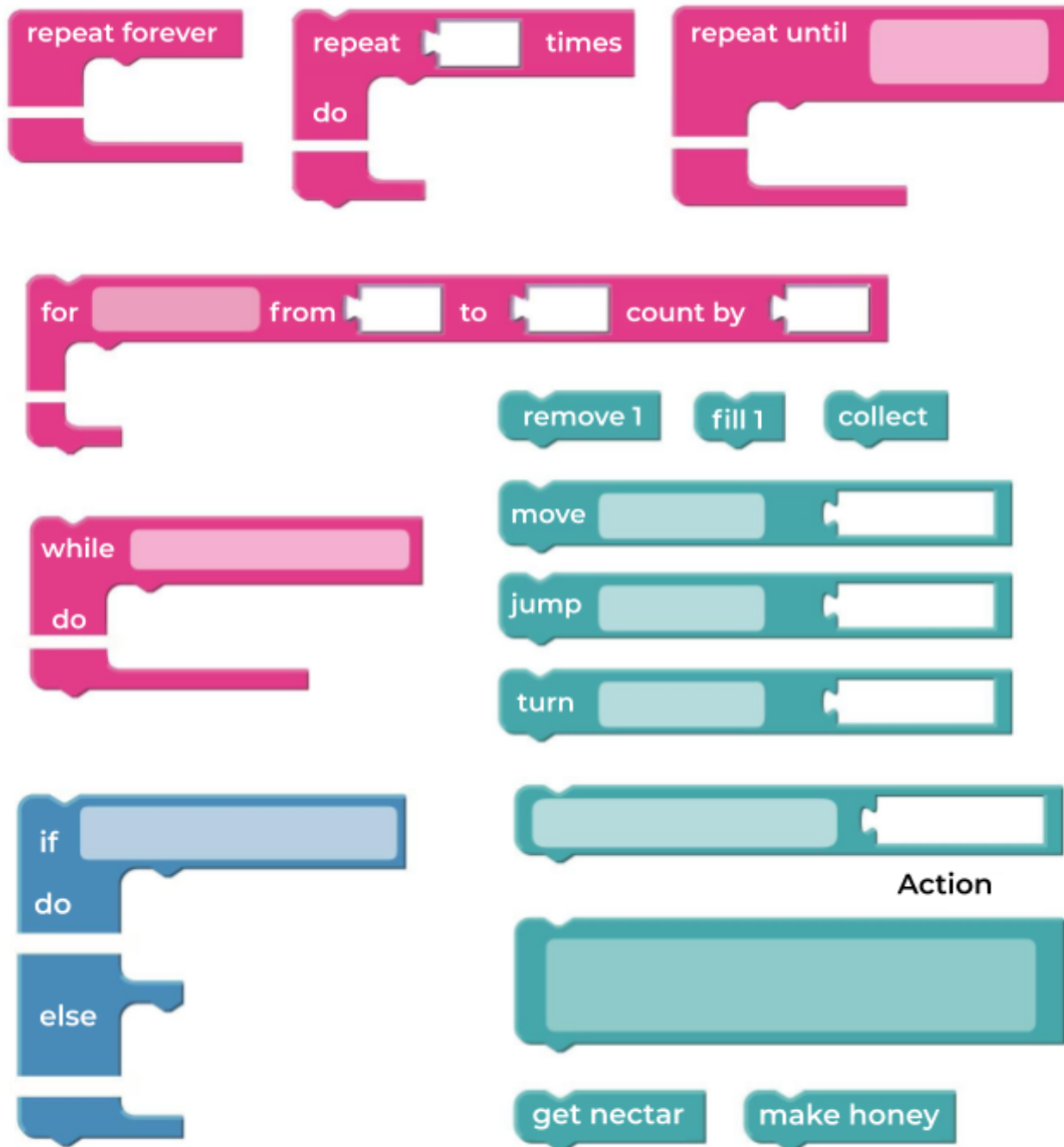# Unit 3 Lesson 15

## Build a Flappy Game

### Resources

# Unit 3 Lesson 16

## Chase Game with Events

### Resources

# Code.org Debugging Recipe

repeat forever
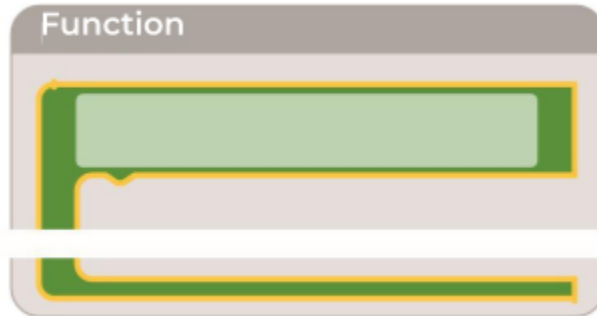
repeat [ ] times
do

repeat until [ ]

for [ ] from [ ] to [ ] count by [ ]

remove 1   fill 1   collect

move [ ] [ ]

jump [ ] [ ]

turn [ ] [ ]

while [ ]
do

[ ] [ ]

Action

if [ ]
do
else

get nectar   make honey

# Code.org Debugging Recipe

**CODE**

## Function Calls

**Function**

**when** — Event

**set** ___ **to** — Variable

## Text

" ___ "

join

move backward

move forward

turn left ↺ ▼

turn right ↻ ▼

when run

set color 🟥
set color 🟧
set color 🟨
set color 🟩
set color 🟦
set color ⬜
set color ⬛
set color 🟪
set color random color
set color ___

# Unit 3 Lesson 17

## Picturing Data

### Resources

# Unit 3 Lesson 18

## End of Course Project
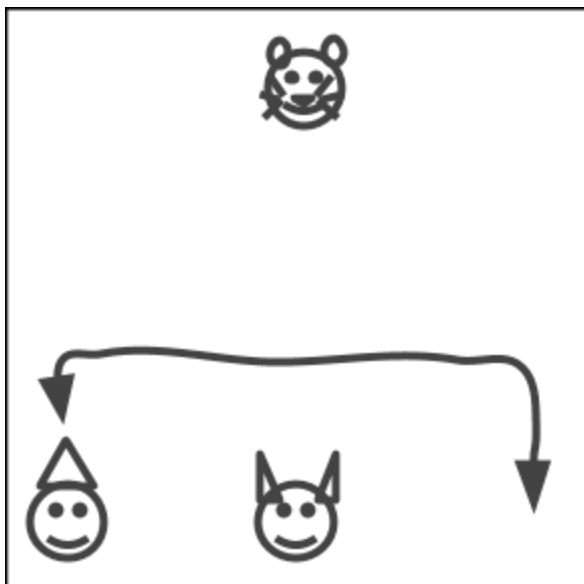
### Resources

Name(s)_____ Date _____

You are going to create your own game using Play Lab.

1. Draw a star next to the actor that will be the player or hero.
   Circle all the other actors that will be in your game.



2. What is the setting of your game? Where will it take place? ___*Outside on the*___
   _____*grass*_____

3. Draw your actors.
Use arrows to show how they will move.



4. How will the player score points or win the game?

   _____*You get a point when you get the dog.*_____

   _____

5. How will the player lose points or lose the game?

   _____*You lose if you touch the witch.*_____

   _____

# Play Lab Project Planning Guide

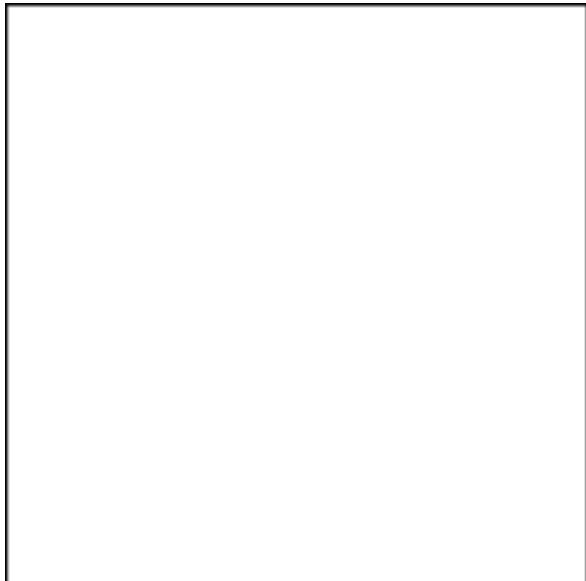You are going to create your own game using Play Lab.

1. Draw a star next to the actor that will be the player or hero.
   Circle all the other actors that will be in your game.

2. What is the setting of your game? Where will it take place? _____

_____
_

3. Draw your actors.
Use arrows to show how they will move.

4. How will the player score points or win the game?

_____

_____

5. How will the player lose points or lose the game?

_____

_____