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

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.
Screen Out the Mean

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Takes your stuff in an online game
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**Answer feedback**

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The correct answer is a. Cyberbullies are mean online.

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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.
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.
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.
Unit 3 Lesson 2

Powerful Passwords

Resources
Unit 3 Lesson 4

Programming with Angry Birds

Resources
Unit 3 Lesson 5

Debugging in Maze

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

**Work to Avoid Mistakes**
- Read the directions.
- Were you given any code to start?
  - What does it do?
  - Why do you think it’s there?
- 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?

**Debugging**
- Look for problems each step of the way.
- Fix one thing at a time, then describe how the result changed.
- Describe what was supposed to happen.
- 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.
- Describe what is going wrong.
- 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.
- Does the difference between what was supposed to happen and what did happen give you any clues?
- 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 fixing problems before you ask for help.
Unit 3 Lesson 6
Collecting Treasure with Laurel
Resources
Code.org Debugging Recipe

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

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
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.
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?

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Unit 3 Lesson 15

Build a Flappy Game

Resources
Unit 3 Lesson 16

Chase Game with Events

Resources
Unit 3 Lesson 17

Picturing Data

Resources
Unit 3 Lesson 18

End of Course Project

Resources
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?
   _____________________________
   _____________________________