Unit 4 Lesson 1

Graph Paper Programming

Resources
Choose one of the images below. Don’t let your partner see which one you pick!

1) Write a program. (Use → ← ↑ ↓)

<table>
<thead>
<tr>
<th>Step 1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
</tr>
<tr>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
</tr>
</tbody>
</table>

2) Trade this worksheet with a partner.

3) Draw! Follow your partner’s program:

☆

---

2) Trade this worksheet with a partner.

3) Draw! Follow your partner’s program:

☆
There are many options. Here are the most efficient.

Image 1

→ ↓ → ↓ ← ← ←

Image 2

↓ → ↓ → ↓ → ↓

Image 3

↓ ↓ ↓ ↓ → ↓ ↓

Image 4

→ ↓ ↓ ↓ → ↓ ↓ ↓

Image 5

→ → → ↓ ← ↓ ← ↓ ←

Image 6

→ → ↓ ↓ ← ↓ → ↓

↓ ←
Graph Paper Programming
Assessment Worksheet

You have just learned how to create algorithms and programs from drawings, and how to draw an image from a program that someone gives to you. During the lesson, you worked with other people to complete your activities. Now you can use the drawings and programs below to practice by yourself.

Use the symbols below to write a program that would draw each image.

Start here

\[
\begin{array}{cccccccccccc}
1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 \\
11 & 12 & 13 & 14 & 15 & 16 & 17 & 18 & 19 & 20 \\
\end{array}
\]

Start here

\[
\begin{array}{cccccccccccc}
1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 \\
11 & 12 & 13 & 14 & 15 & 16 & 17 & 18 & 19 & 20 \\
\end{array}
\]

Start here

\[
\begin{array}{cccccccccccc}
1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 \\
11 & 12 & 13 & 14 & 15 & 16 & 17 & 18 & 19 & 20 \\
\end{array}
\]

Now, read the program below and draw the image that it describes.

Start here

\[
\begin{array}{cccccccccccc}
\rightarrow & \rightarrow & \rightarrow & \rightarrow & \leftarrow & \rightarrow & \rightarrow & \rightarrow \\
1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 \\
\end{array}
\]
Use the symbols below to write a program that would draw each image.

- Move One Square Forward
- Move One Square Backward
- Move One Square Up
- Move One Square Down
- Fill in Square With Color

There are multiple options. Here are some good ones.

Now, read the program below and draw the image that it describes.
Unit 4 Lesson 2

Introduction to Online Puzzles

Resources
Unit 4 Lesson 3

Relay Programming

Resources
Sometimes when you are coding in groups, someone will make an error that will affect everyone.

Somebody has already written programs for the images below, but each one has a mistake! Figure out what the programs are supposed to look like, and circle the error in each one. Then, draw the correct symbol in the box beneath.

Each program should use the symbols to draw the image to its left.

<table>
<thead>
<tr>
<th>Move One Square Forward</th>
<th>Move One Square Backward</th>
<th>Move One Square Up</th>
<th>Move One Square Down</th>
<th>Fill in Square With Color</th>
</tr>
</thead>
</table>

### Diagram 1

Start here

![Start here diagram](image1)

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```

### Diagram 2

Start here

![Start here diagram](image2)

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```

### Diagram 3

Start here

![Start here diagram](image3)

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```

### Diagram 4

Start here

![Start here diagram](image4)

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```

```
   X
  ___________
 |           |
 |           |
 |           |
 |           |
 |___________|
```
Sometimes when you are coding in groups, someone will make an error that will affect everyone. Somebody has already written programs for the images below, but each one has a mistake! Figure out what the programs are supposed to look like, and circle the error in each one. Then, draw the correct symbol in the box beneath.

Each program should use the symbols to draw the image to its left.

- **Move One Square Forward**
- **Move One Square Backward**
- **Move One Square Up**
- **Move One Square Down**
- **Fill in Square With Color**

![Image 1](start here) ![Image 1](draw here) ![Image 1](correct symbol)

![Image 2](start here) ![Image 2](draw here) ![Image 2](correct symbol)

![Image 3](start here) ![Image 3](draw here) ![Image 3](correct symbol)

![Image 4](start here) ![Image 4](draw here) ![Image 4](correct symbol)
Each program should use the symbols below to draw the program to its left.
Unit 4 Lesson 4

Debugging with Laurel

Resources
Relay Programming
Relay Image 5

Relay Programming
Relay Image 6
Unplugged Blocks (Courses C-F)
Unplugged Blocks (Courses C-F)

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

set color
Unit 4 Lesson 5

Events in Bounce

Resources
Unit 4 Lesson 6

Build a Star Wars Game

Resources
Unit 4 Lesson 7

Loops in Ice Age

Resources
Great
Good
Okay
Bad
Sad
Angry
Frustrated
Confused
Unit 4 Lesson 8

Drawing Shapes with Loops

Resources
Unit 4 Lesson 9
Nested Loops in Maze
Resources
Unit 4 Lesson 10

Conditionals with Cards

Resources
This program has you choose a card. If the card is red, your team gets a point. Else, the other team gets a point.

Sample program from above as pseudocode (like code, but in no particular language)

```plaintext
If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    points.other = points.other + 1;
}
```
Sample program as algorithm

```
If (CARD is RED)
    Award YOUR team 1 point

Else
    If (CARD is higher than 9)
        Award OTHER team 1 point
    Else
        Award YOUR team the same number of points on the card
```

This program has you choose a card. If the card is red, your team gets a point. Else, the card must be black. If your black card is higher than 9, then the other team gets a point, else your card must be black and lower than or equal to 9, and you get as many points as are on your card.

Sample program from above as pseudocode (like code, but in no particular language)

```
If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    If (card.value > 9) {
        points.other = points.other + 1;
    }

    Else {
        Points.yours. = points.yours + card.value;
    }
}
```
Look at the program below.

The steps below show each team taking turns to play the Conditionals Game. See if you can figure out what happens for each draw. Write down the score during each round along the way. After three rounds, circle the winner.

If (CARD is lower than 5)
   If (CARD is BLACK)
      Award YOUR team the same number points on the card
   Else
      Award OTHER team 1 point
Else
   If (CARD is HEARTS)
      Award YOUR team 1 point

Here's how the game went:

<table>
<thead>
<tr>
<th>Round</th>
<th>Card</th>
<th>TEAM #1</th>
<th>TEAM #2</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROUND #1</td>
<td>3 Spades</td>
<td>0</td>
<td>7 Hearts</td>
</tr>
<tr>
<td>ROUND #2</td>
<td>4 Hearts</td>
<td></td>
<td>4 Clubs</td>
</tr>
<tr>
<td>ROUND #3</td>
<td>9 Clubs</td>
<td></td>
<td>5 Diamonds</td>
</tr>
</tbody>
</table>
Look at the program below.

The steps below show each team taking turns to play the Conditionals Game. See if you can figure out what happens for each draw. Write down the score during each round along the way. After three rounds, circle the winner.

```
If (CARD is lower than 5)
  * If (CARD is BLACK)
    Award YOUR team the same number points on the card
  # Else
    Award OTHER team 1 point
Else
  @ If (CARD is HEARTS)
    Award YOUR team 1 point
```

Here's how the game went:

<table>
<thead>
<tr>
<th>ROUND #1</th>
<th>TEAM #1</th>
<th>TEAM #2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3 ♠</td>
<td>7 ♥</td>
</tr>
<tr>
<td></td>
<td>*</td>
<td>@</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

End of Round Score: (3 + 0 + 0)

<table>
<thead>
<tr>
<th>ROUND #2</th>
<th>TEAM #1</th>
<th>TEAM #2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4 ♥</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>#</td>
<td>*</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>

End of Round Score: (1 + 1 + 4 + 0)

From team #1 in round #2
Unit 4 Lesson 11

If/Else with Bee

Resources
Unplugged Blocks (Courses C-F)
Unit 4 Lesson 12

While Loops in Farmer

Resources
Sample program as algorithm

If (CARD is RED)
    Award YOUR team 1 point

Else
    Award OTHER team 1 point

This program has you choose a card. If the card is red, your team gets a point. Else, the other team gets a point.

Sample program from above as pseudocode (like code, but in no particular language)

If (card.color == RED) {
    points.yours = points.yours + 1;
}

Else {
    points.other = points.other + 1;
}
Conditionals with Cards

Sample program as algorithm

This program has you choose a card. If the card is red, your team gets a point. Else, the card must be black. If your black card is higher than 9, then the other team gets a point, else your card must be black and lower than or equal to 9, and you get as many points as are on your card.

Sample program from above as pseudocode (like code, but in no particular language)
Unplugged Blocks (Courses C-F)

- repeat forever
- repeat times
- repeat until
- for from to count by
- remove 1,
- fill 1,
- collect
- while do
- move
- jump
- turn
- if do
- else
- get nectar
- make honey
Unit 4 Lesson 13

Until Loops in Maze

Resources
Unit 4 Lesson 14

Harvesting with Conditionals

Resources
Here are six images. Work with a partner to figure out how you can encode them into binary in such a way that another team can use the code to figure out what image you selected.

**DIRECTIONS**
1. Choose an image with your partner.
2. Figure out what your binary alphabet is going to be.
3. Encode your image using your new binary alphabet.
4. Trade your encoding with another team and see if you can figure out which picture they worked on.
5. Choose a Level
   * Easy: Let the other team know what your encoding method was
   * Tough: Have the other team guess your encoding method.
Match the image to the binary code that describes it. In order to get the images correct, you will need to figure out the binary alphabet for each encoding.

A) ★★★★★★★★★★★★★★★
☐ = ___________ ★ = ___________ This encodes image #____

B) ♫𝄞𝄞♫♫♫♫♫♫♫♫♫♫♫♫♫
♫ = ___________ ♫ = ___________ This encodes image #____

C) ▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲🔗

How do you know that your answers are correct?

________________________________________________________________________________________
________________________________________________________________________________________
________________________________________________________________________________________

Name(s)_____________________________________ Period _____ Date ______________
Match the image to the binary code that describes it. In order to get the images correct, you will need to figure out the binary alphabet for each encoding.

A) ★★★★★★★★★★★★★★★★★
   □ = _____0_____  ★ = _____1_____ This encodes image #___2___

B) ♫𝄞𝄞𝄞♫♫♫𝄞𝄞𝄞♫♫♫𝄞𝄞𝄞♫♫♫ dàng
   ♫ = _____1_____  ៅ = _____0_____ This encodes image #___1___

C) ▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲❉▲ffdfff

How do you know that your answers are correct?

All of the corners are white, so those tell us what is 1. After that, all you have to do is match the pattern in each code to the pattern of each image when you spell it out line by line.
Unit 4 Lesson 16

Binary Images with Artist

Resources
Unit 4 Lesson 17
Digital Citizenship
Resources
Just because you can do something online doesn’t mean that you should!

Cross out the information that you should not share online. Use the words that are leftover as the key to what you should find in the word search.

**WORDS**

1. Your Credit Card Info (CARD)  
2. Your Online Name (NICKNAME)  
3. What You Ate Today (FOOD)  
4. Your Email (EMAIL)  
5. Your Favorite Color (COLOR)  
6. The Last Book You Read (BOOK)  
7. The School You Attend (SCHOOL)  
8. Your Favorite Band (BAND)  
9. Your Phone Number (PHONE)  
10. Your Address (ADDRESS)  
11. Your Birthday (BIRTHDAY)

Write a paragraph in the area below, telling about what you will do when you’re on the Internet to make sure that you practice kind and respectful behavior.
Digital Citizenship Assessment

Just because you can do something online doesn’t mean that you should!

Cross out the information that you should not share online. Use the words that are leftover as the key to what you should find in the word search.

WORDS
1. Your Credit Card Info (CARD)
2. Your Online Name (NICKNAME)
3. What You Ate Today (FOOD)
4. Your Email (EMAIL)
5. Your Favorite Color (COLOR)
6. The Last Book You Read (BOOK)
7. The School You Attend (SCHOOL)
8. Your Favorite Band (BAND)
9. Your Phone Number (PHONE)
10. Your Address (ADDRESS)
11. Your Birthday (BIRTHDAY)

Write a paragraph in the area below, telling about what you will do when you’re on the Internet to make sure that you practice kind and respectful behavior.

This can come from the lesson, or be additional items that the students have learned.
Unit 4 Lesson 18

Dance Party

Resources
You are going to create your own dance party!
A more exciting dance will have lots of different parts. For each part of the song you choose, use the space below to draw and explain what your dancers will be doing.