

Unit 1 Lesson 1

Safety in My Online Neighborhood

Resources

➤ Safety, It Rules! ⚡

by Jenny Pritchett

We need to be safe
Whenever we're online
So we follow these rules
To have a good time!

1 Always ask
your parents first!

2 Only talk to
people you know!

3 Stick to sites
just right for you!

And we'll be safe
Wherever we go!

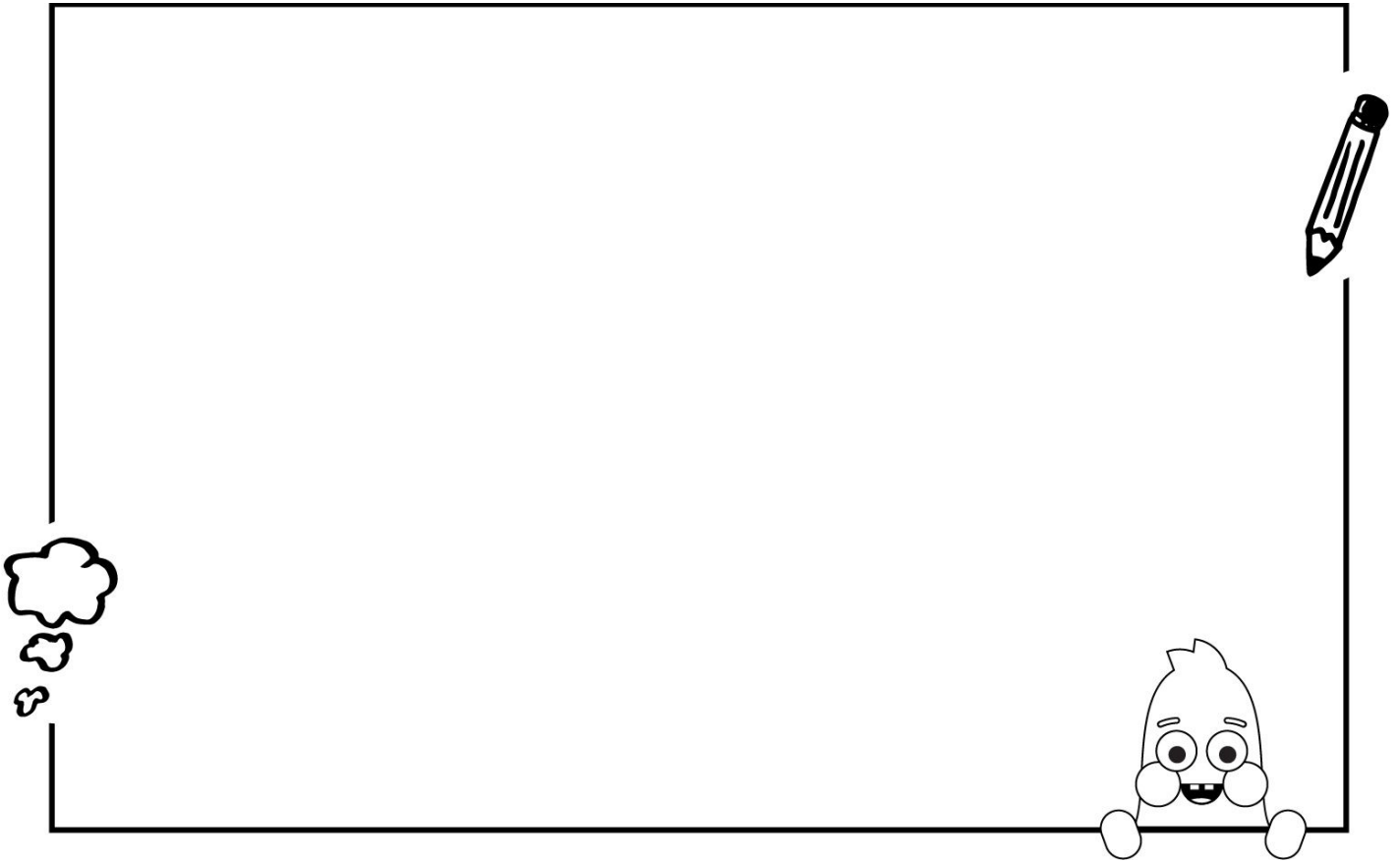


PRIVACY & SECURITY
We care about
everyone's privacy.

Pause & Think Moment

NAME _____

Draw a picture of yourself following one of the three rules we learned today.



Write a word or sentence to explain your picture.



PRIVACY & SECURITY

We care about
everyone's privacy.

Unit 1 Lesson 2

Learn to Drag and Drop

Resources

Unit 1 Lesson 3

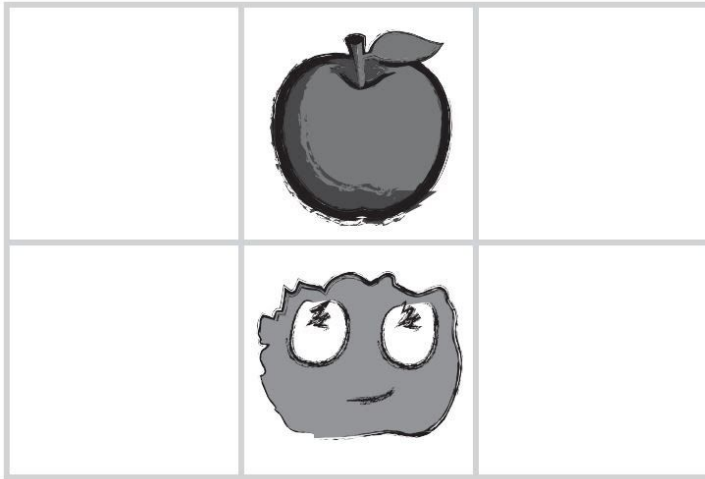
Happy Maps

Resources

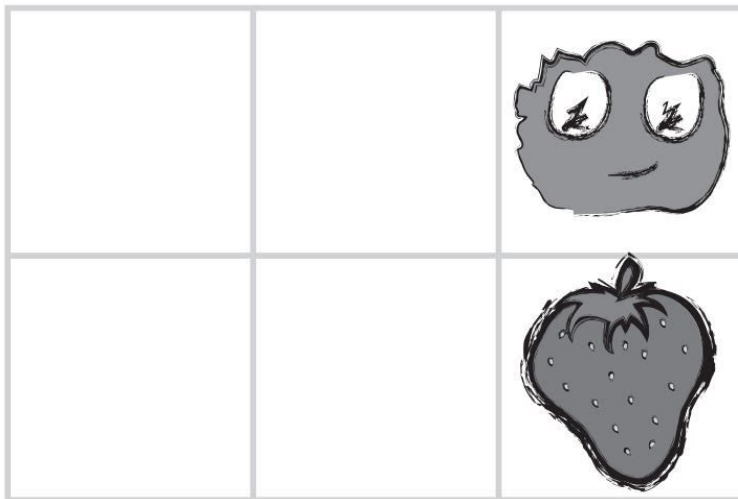
Happy Maps



1. Which way should the Flurb step to get to the fruit?



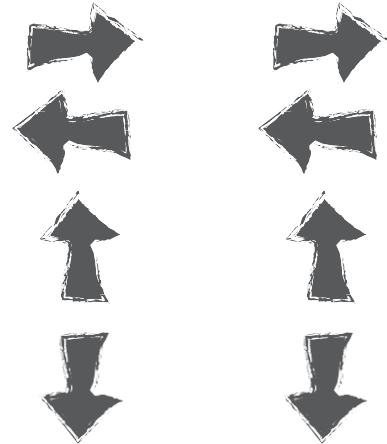
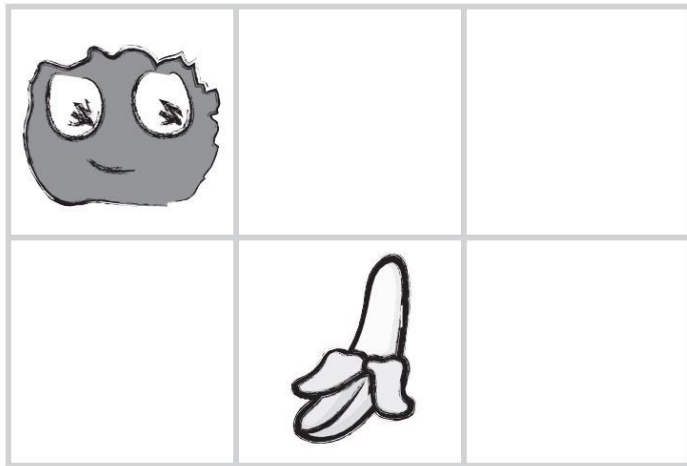
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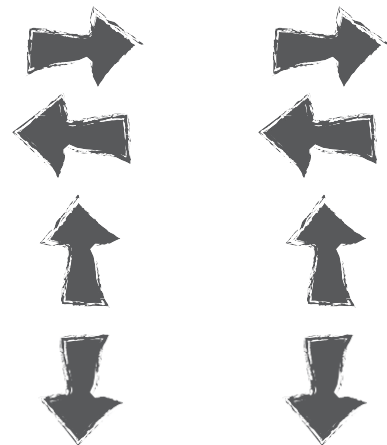
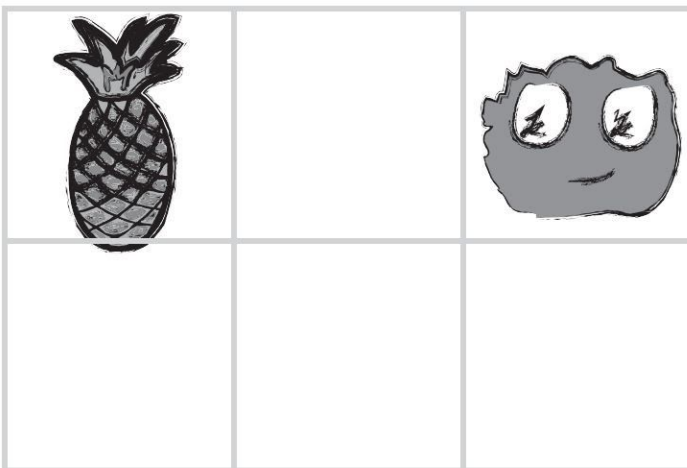
Happy Maps



3. Which two ways should the Flurb step to get to the fruit?



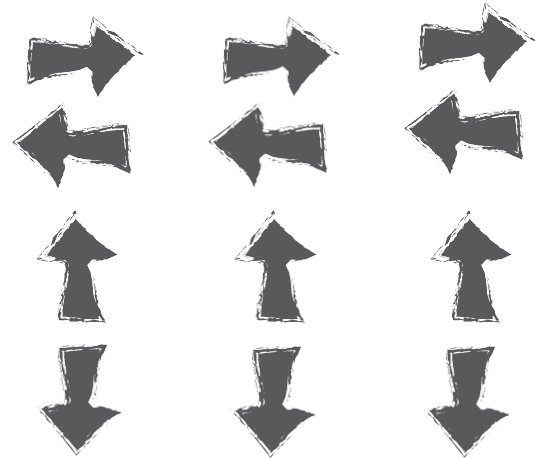
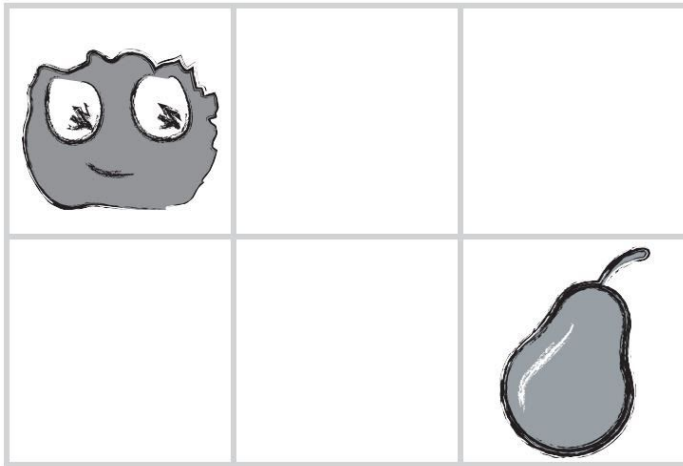
4. Which two ways should the Flurb step to get to the fruit?



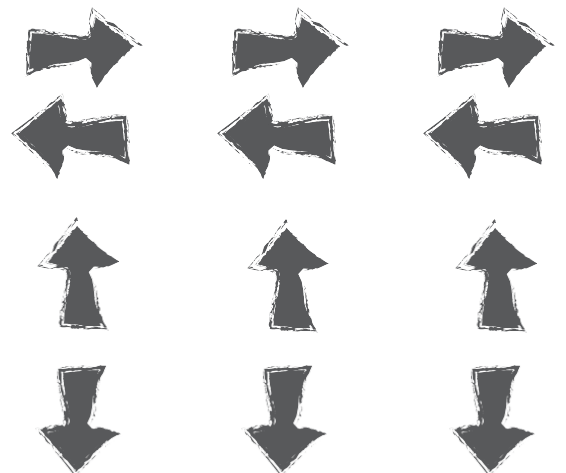
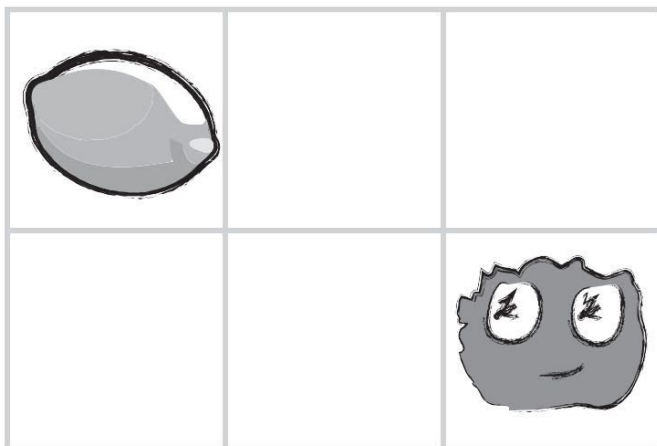
Happy Maps



5. What should the Flurb do to get to the fruit?



6. What should the Flurb do to get to the fruit?

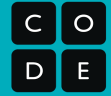


Name(s) _____ Period _____ Date _____

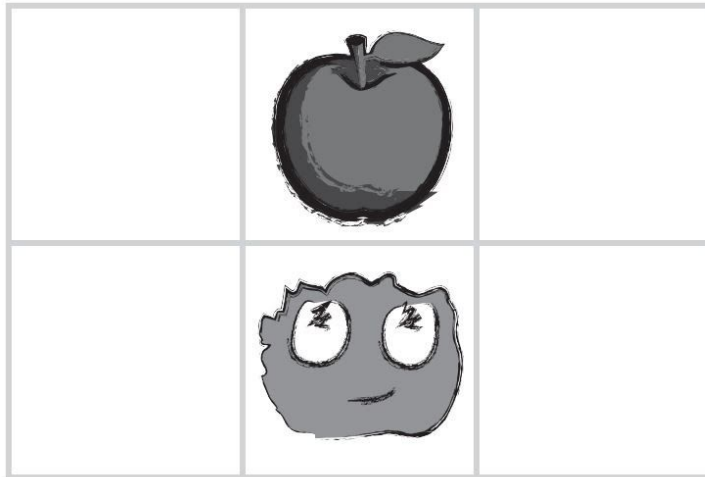
Happy Maps



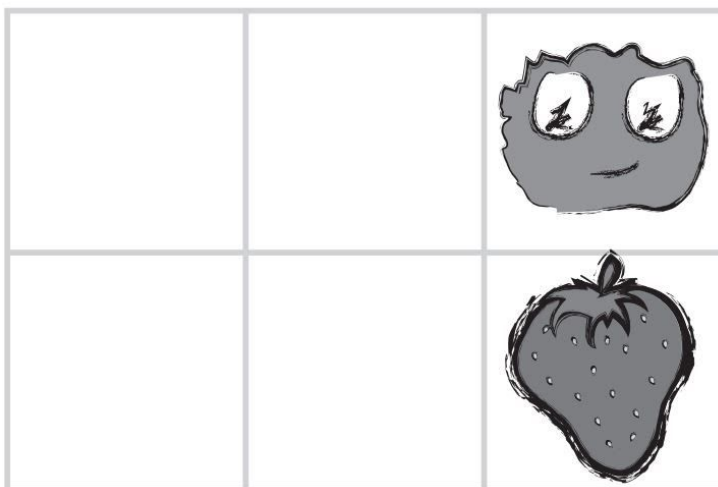
Happy Maps



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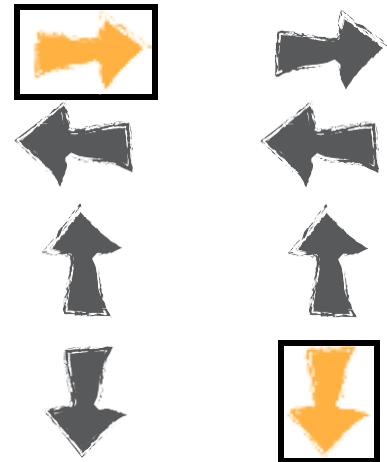
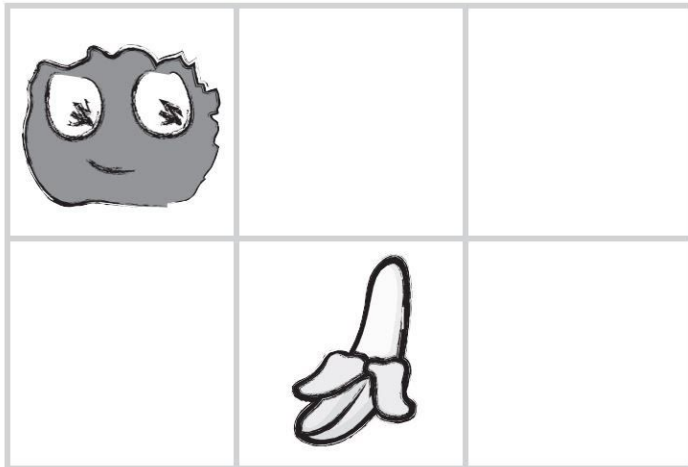
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Happy Maps

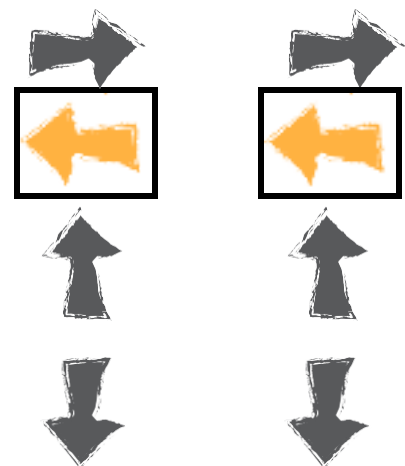
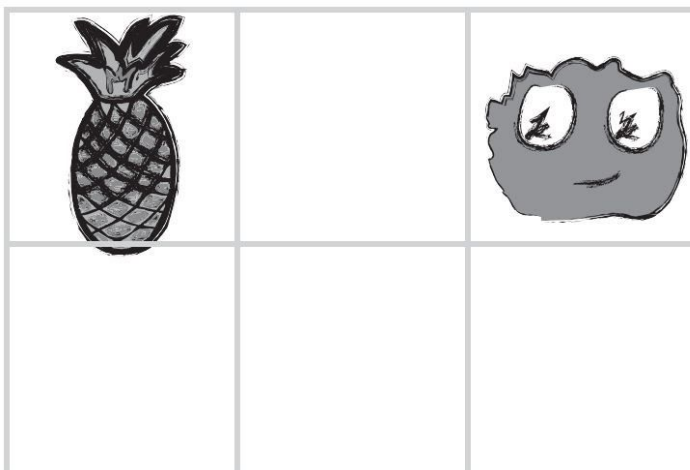


3. Which two ways should the Flurb step to get to the fruit?



(2 possible answers)

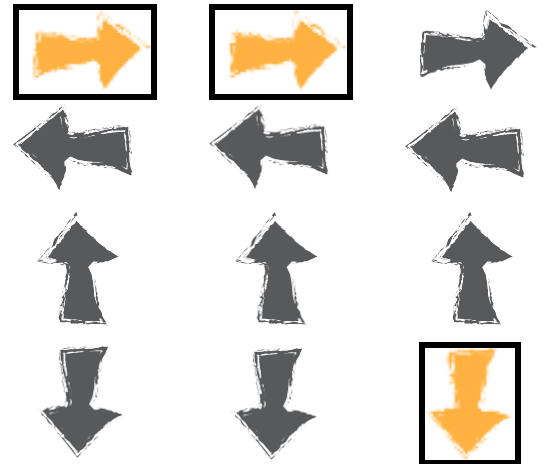
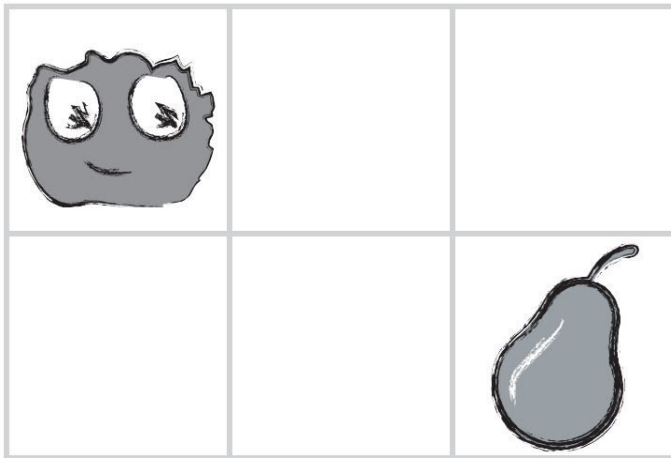
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Happy Maps

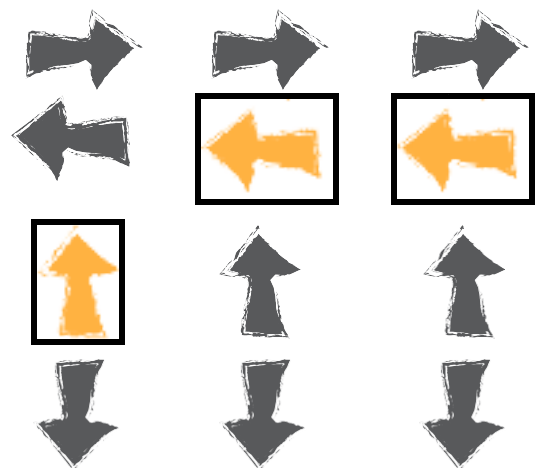
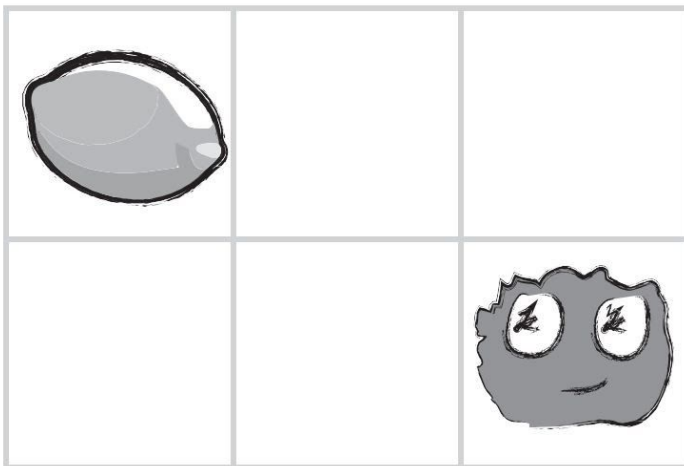


5. What should the Flurb do to get to the fruit?



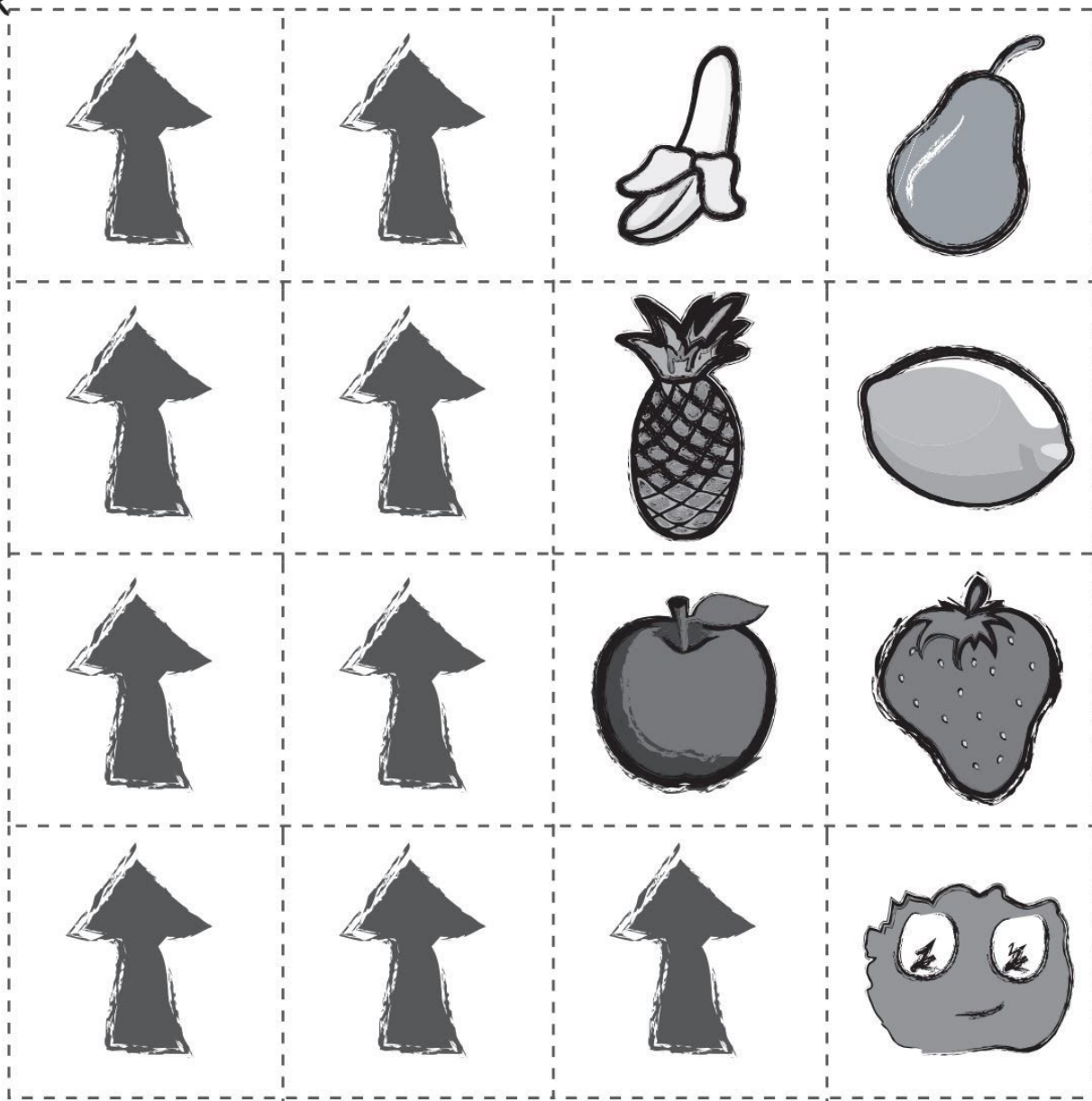
(3 possible answers)

6. What should the Flurb do to get to the fruit?



(3 possible answers)

Happy Maps Game Pieces



Unit 1 Lesson 4

Sequencing with Scrat

Resources

Unit 1 Lesson 5

Programming with Scrat

Resources

Unit 1 Lesson 6

Programming with Rey and BB-8

Resources

Unit 1 Lesson 7

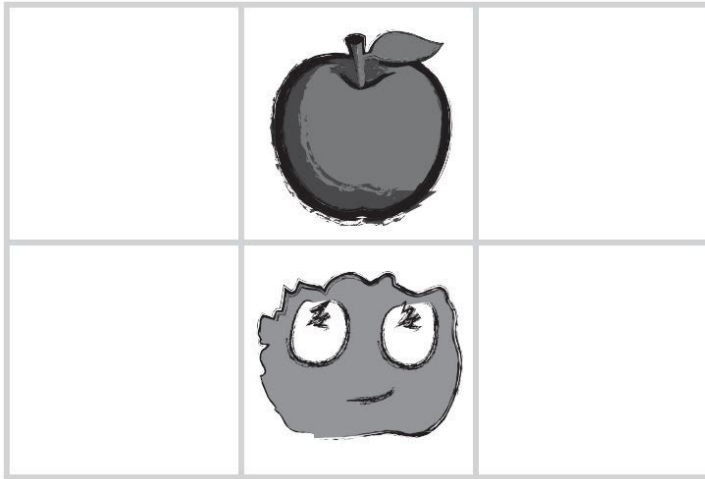
Happy Loops

Resources

Happy Maps



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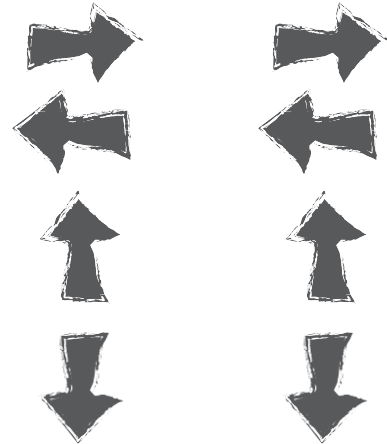
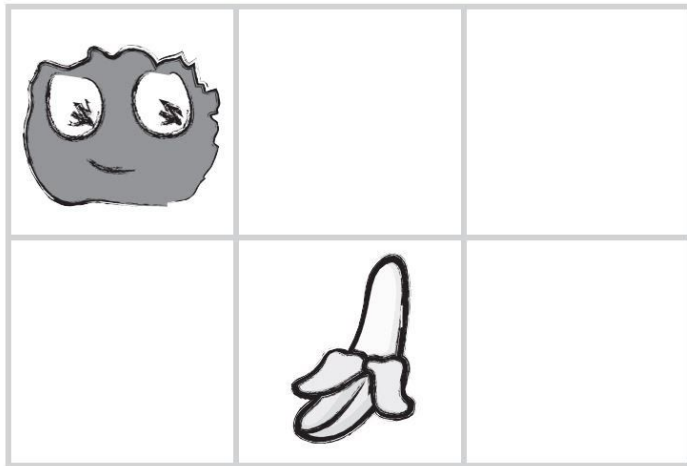
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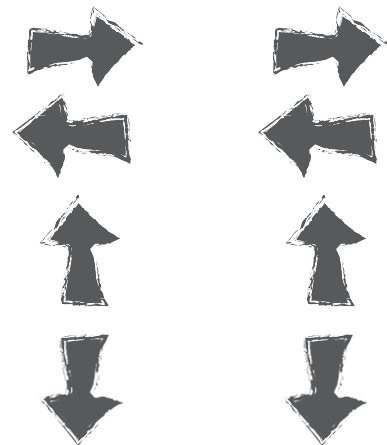
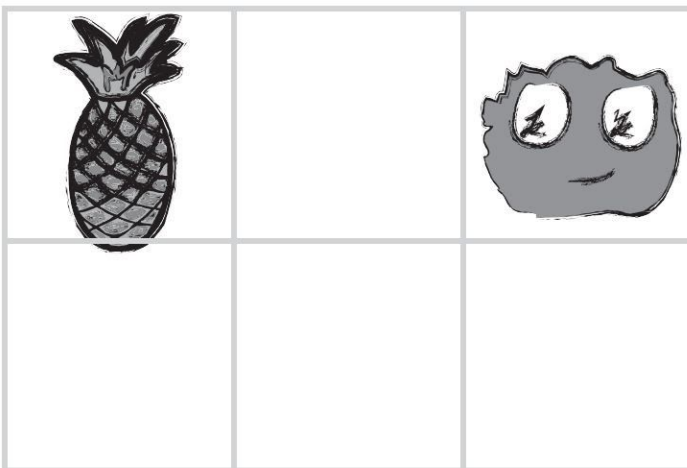
Happy Maps



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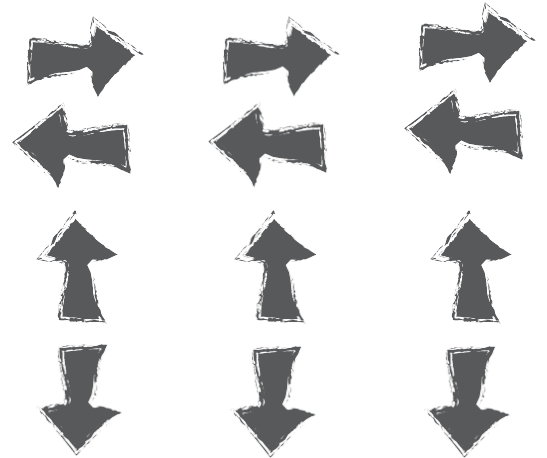
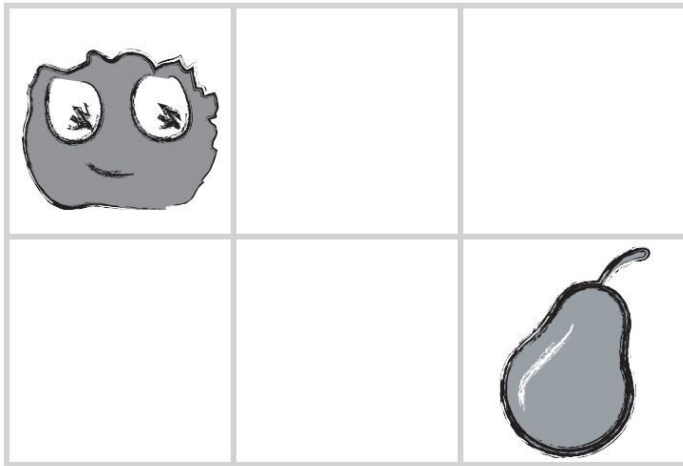
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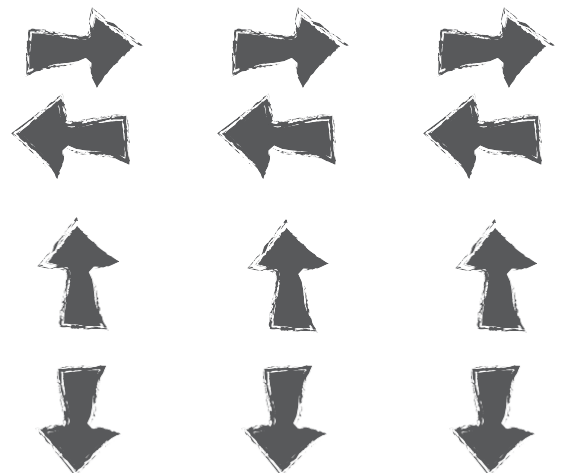
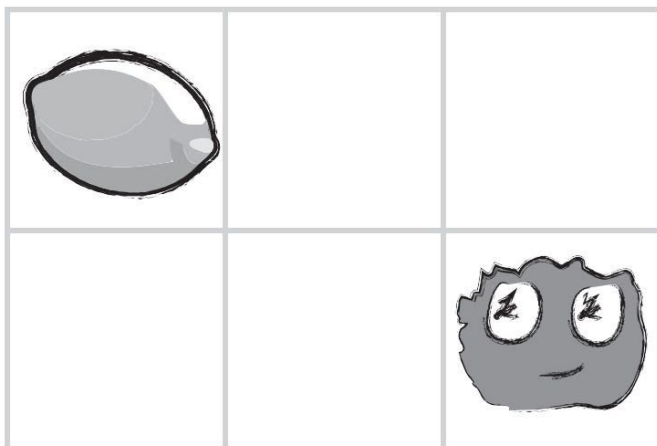
Happy Maps



5. What should the Flurb do to get to the fruit?



6. What should the Flurb do to get to the fruit?



Name(s) _____ Period _____ Date _____

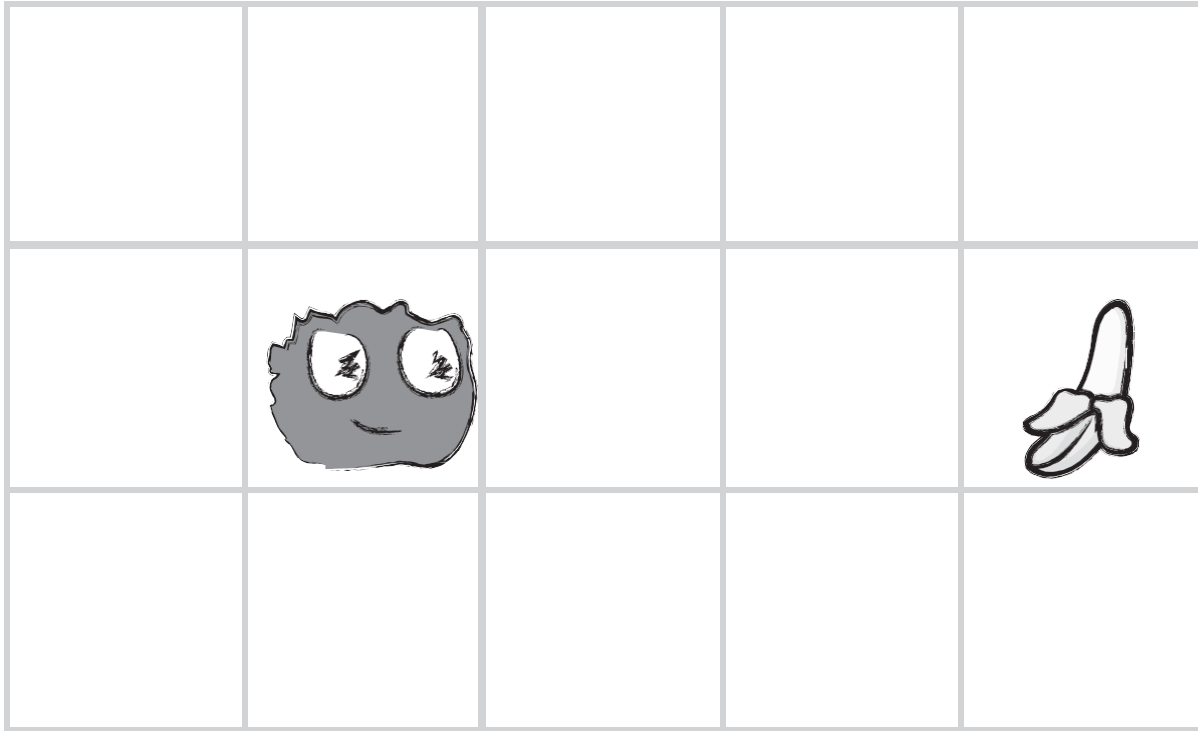
Happy Maps



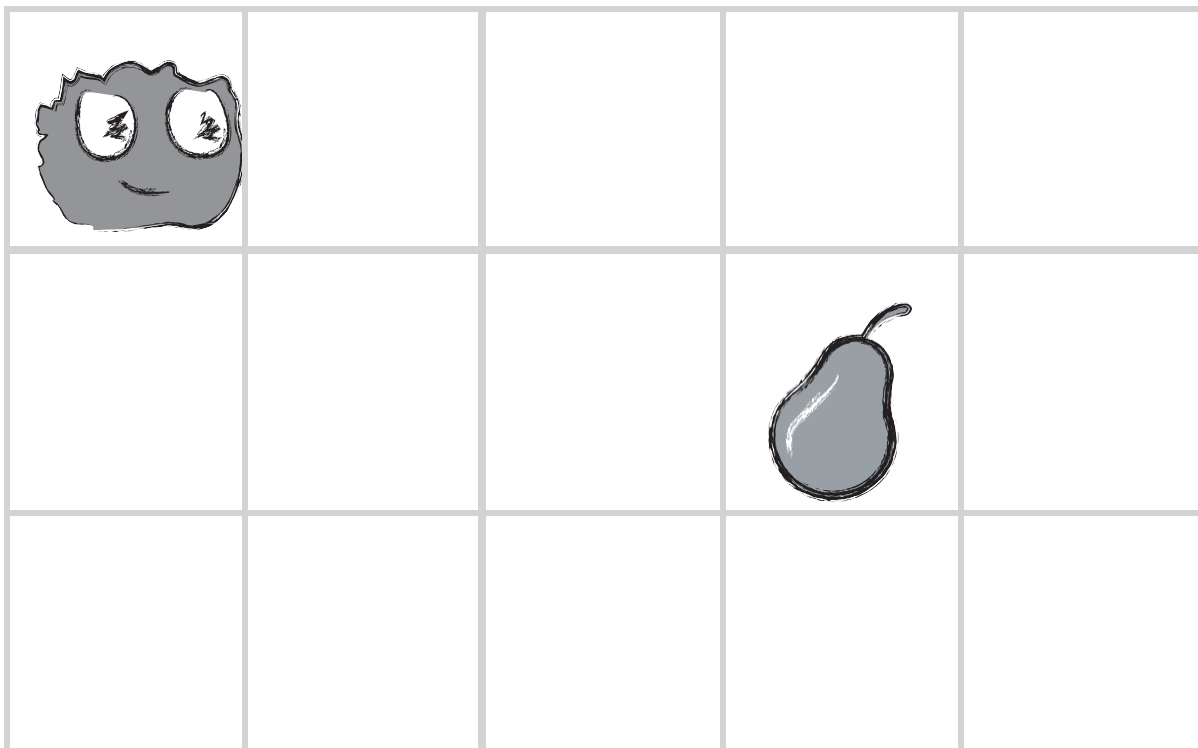
Happy Maps XL



1.



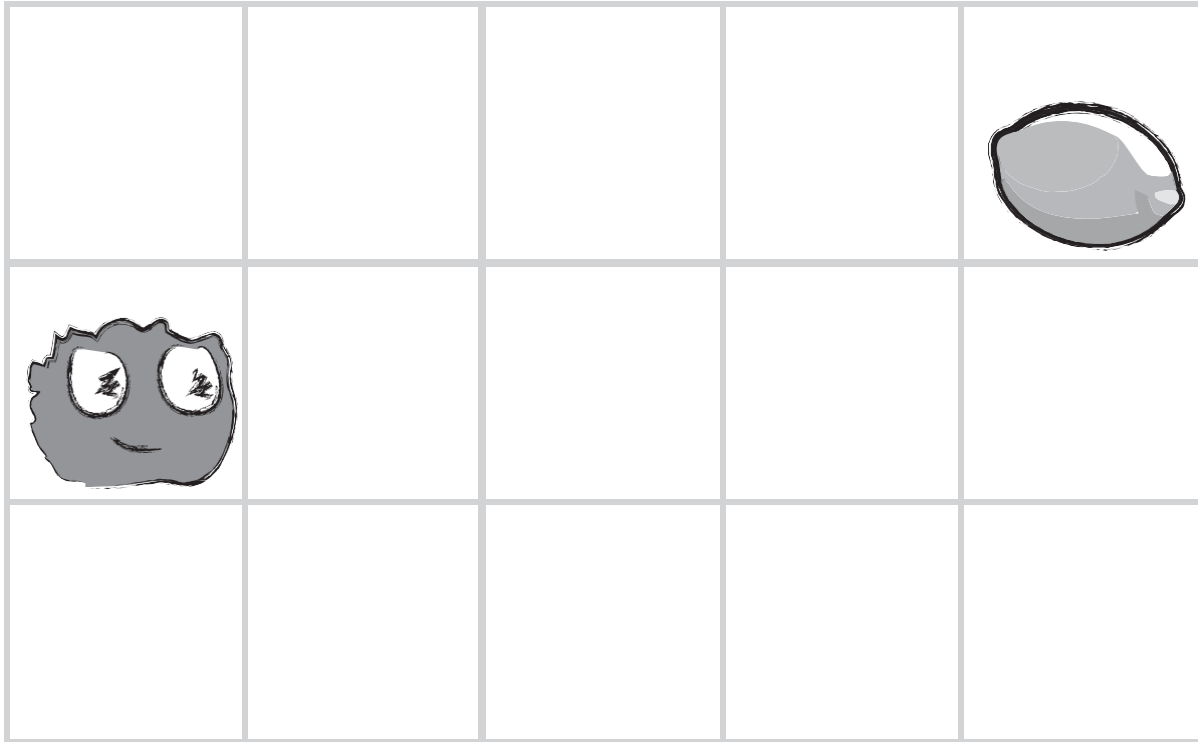
2.



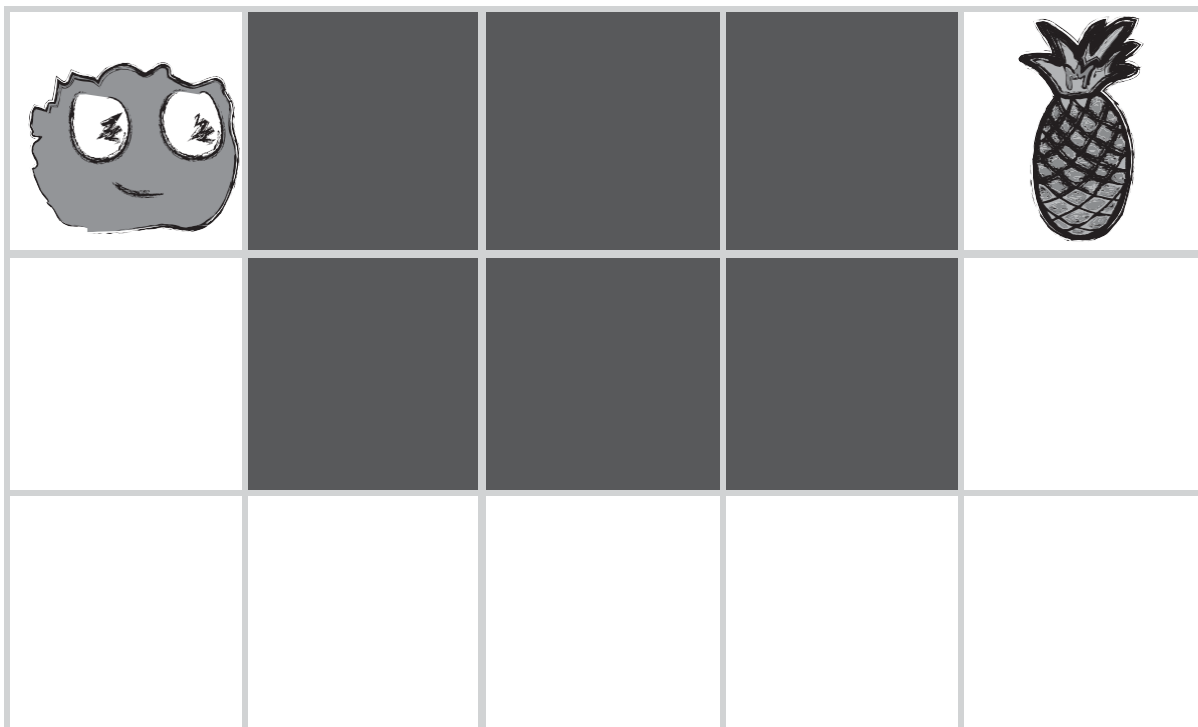
Happy Maps XL



3.



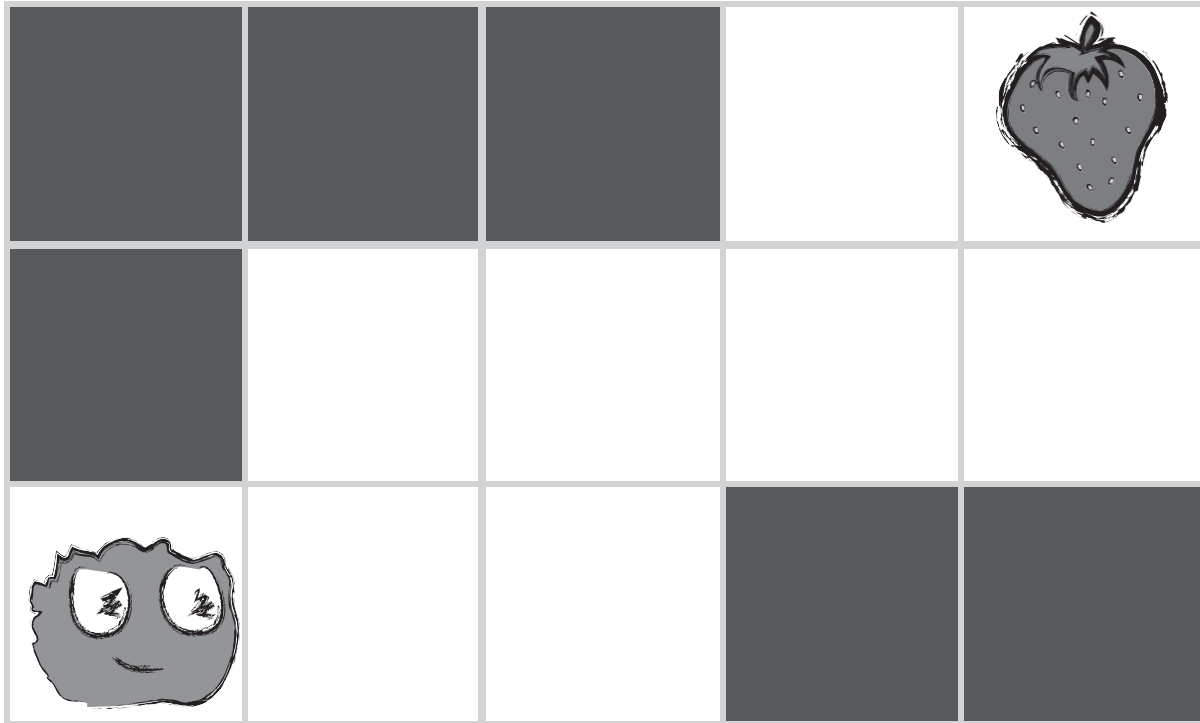
4.



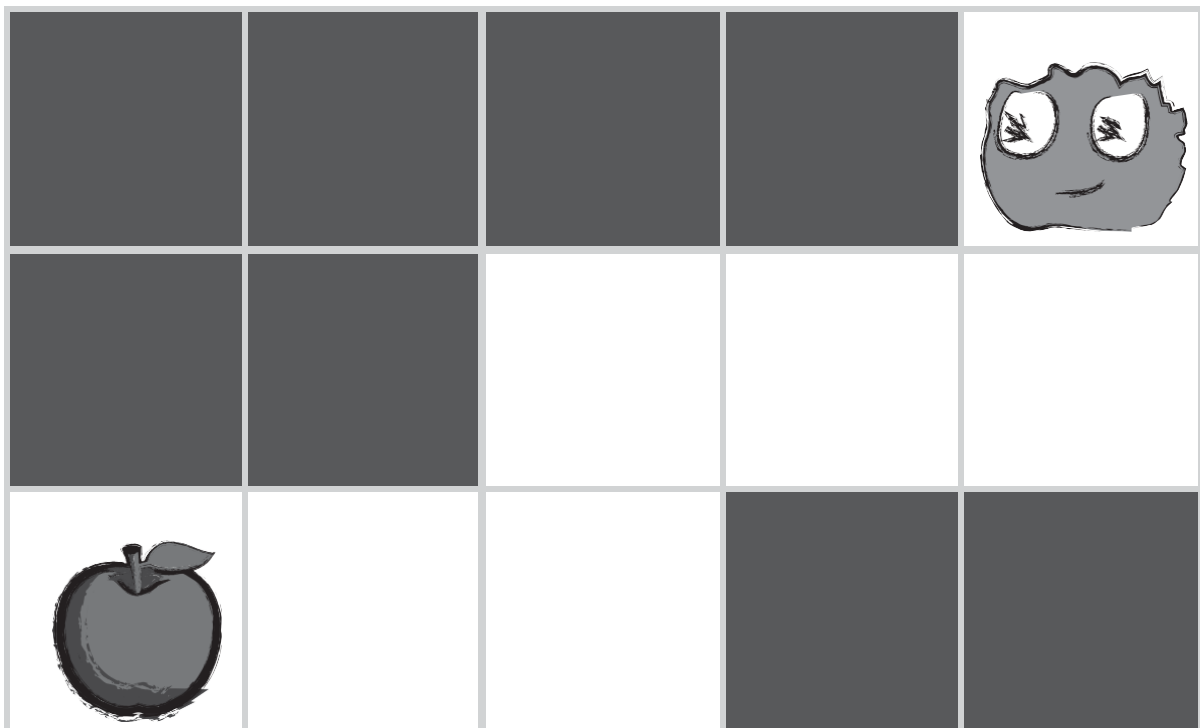
Happy Maps XL



5.



6.



Happy Maps XL

C

O

D

E

Blank

Happy Maps XL

C

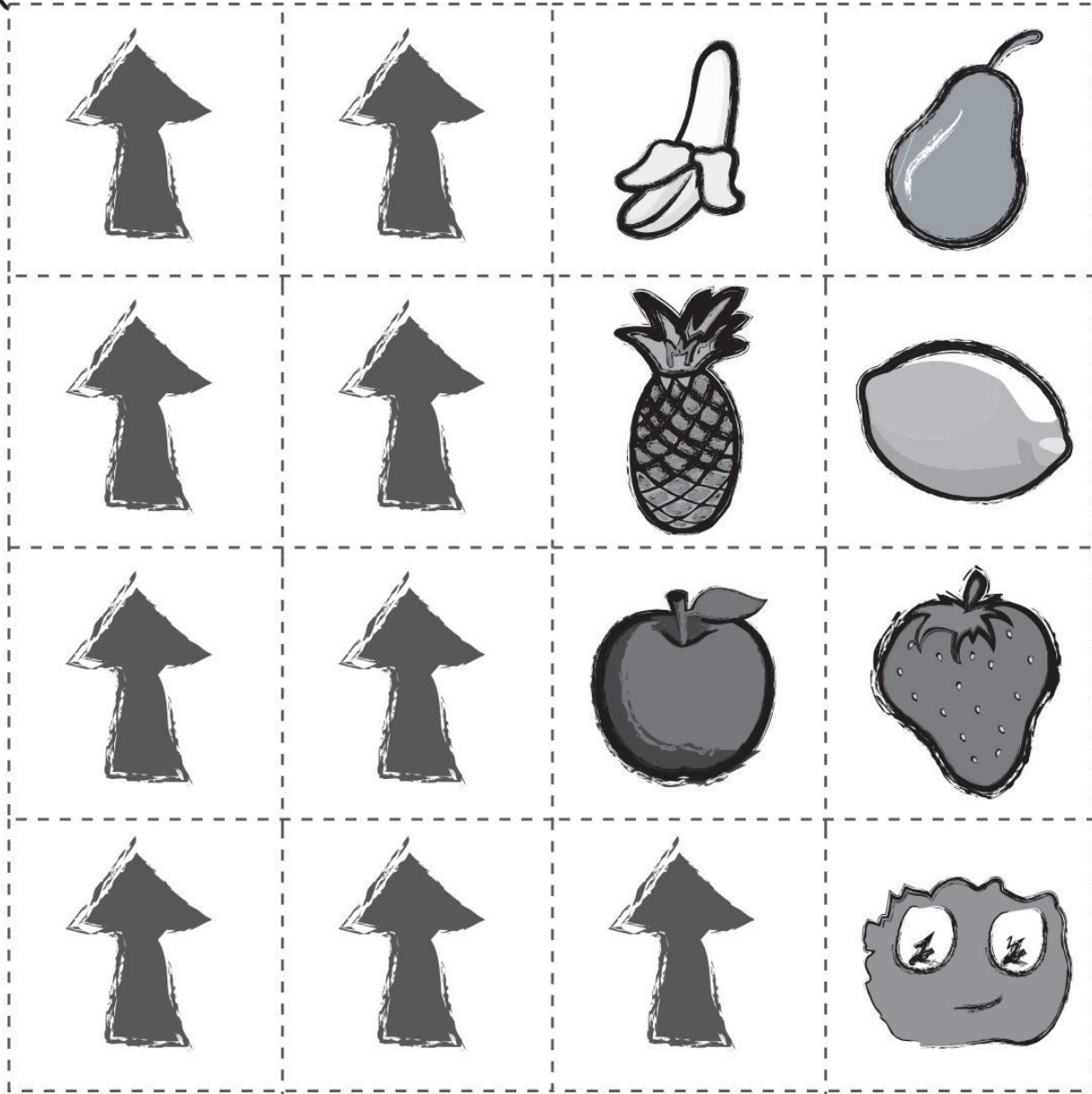
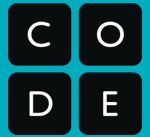
O

D

E


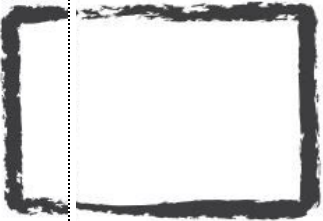





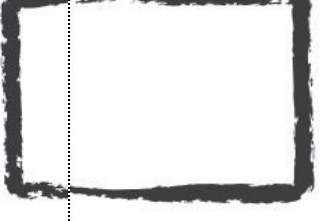
Blank

Happy Maps Game Pieces



Happy Maps
Game Pieces Bonus Pack



		 repeat	
		 repeat	
		 repeat	
		 repeat	

Unit 1 Lesson 8

Loops with Scrat

Resources



Great



Good



Okay



Bad



Sad



Angry



Frustrated

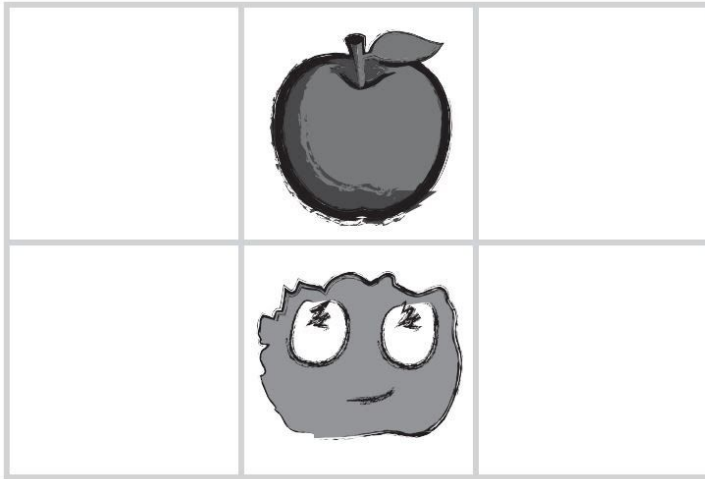


Confused

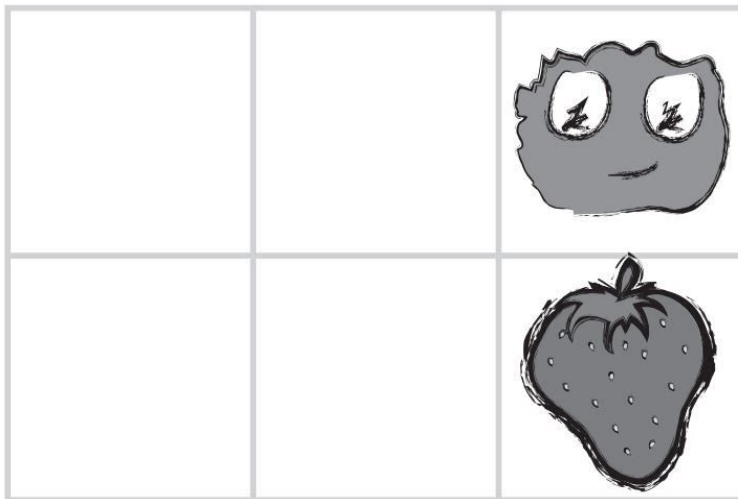
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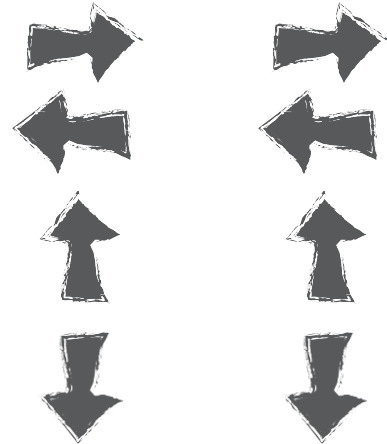
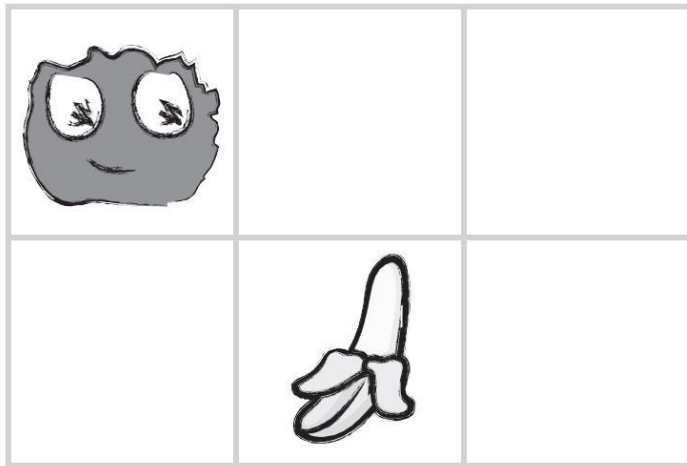
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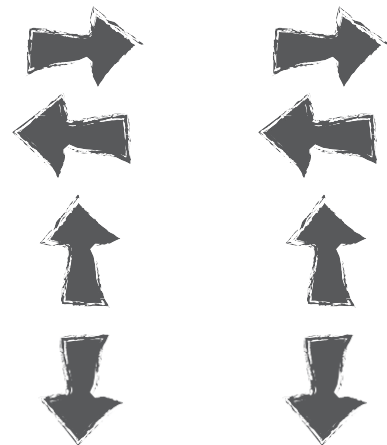
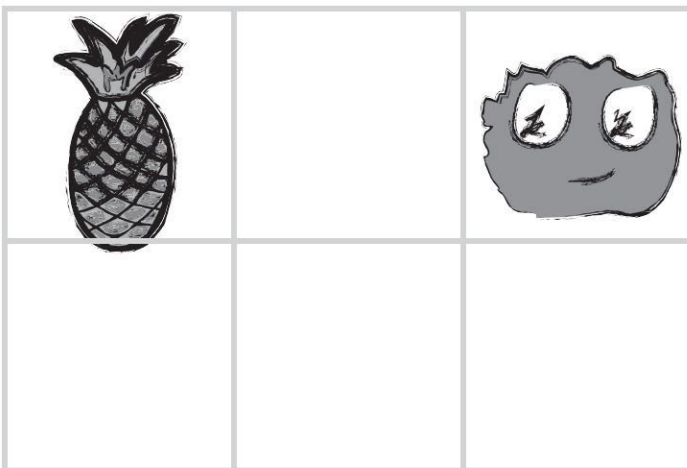
Happy Maps



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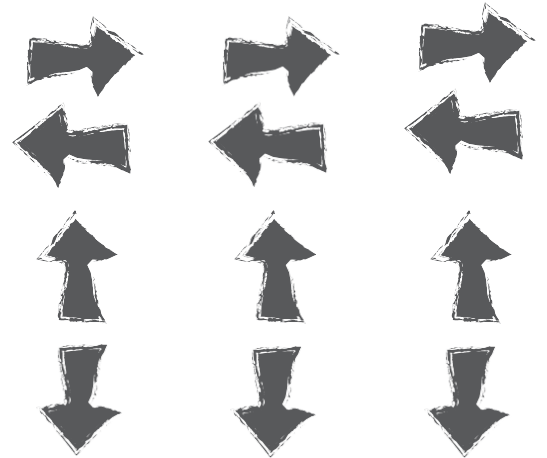
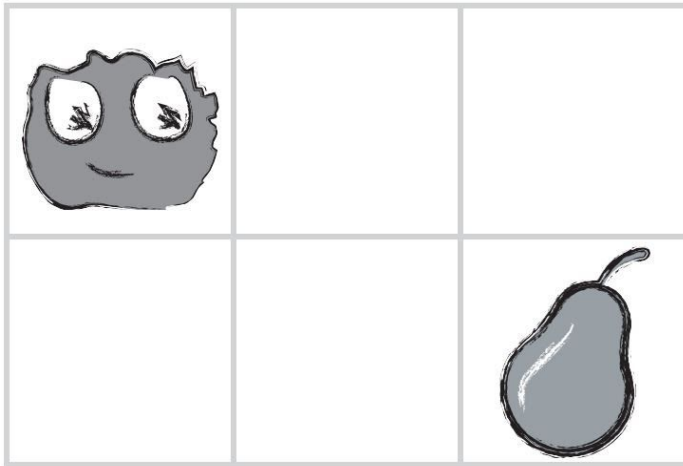
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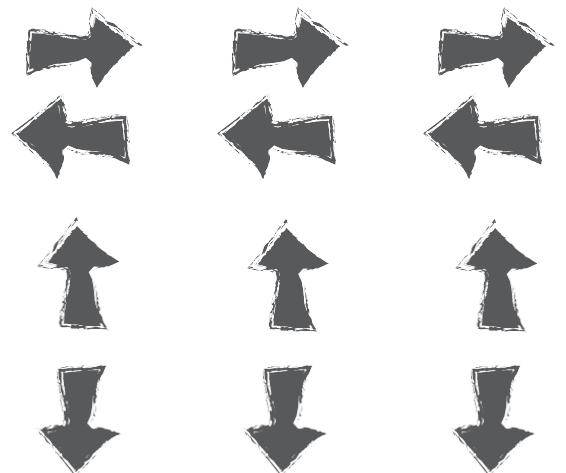
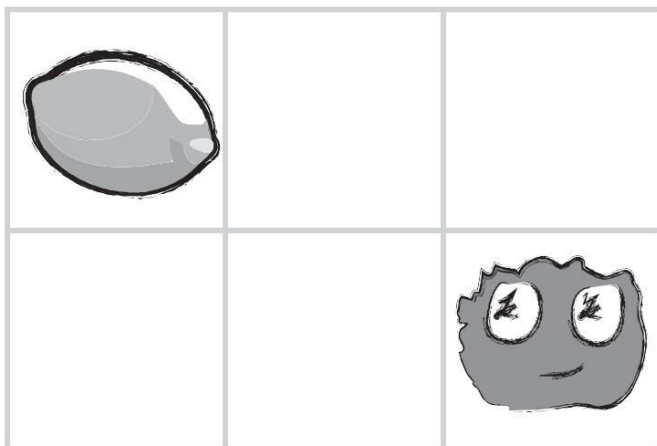
Happy Maps



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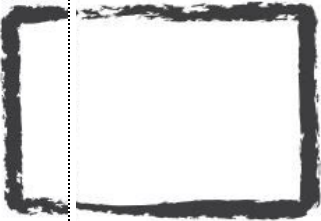

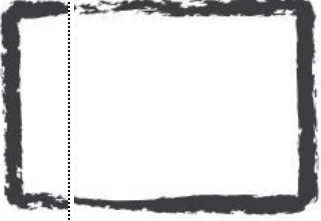



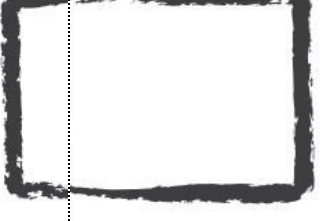
Name(s) _____ Period _____ Date _____

Happy Maps

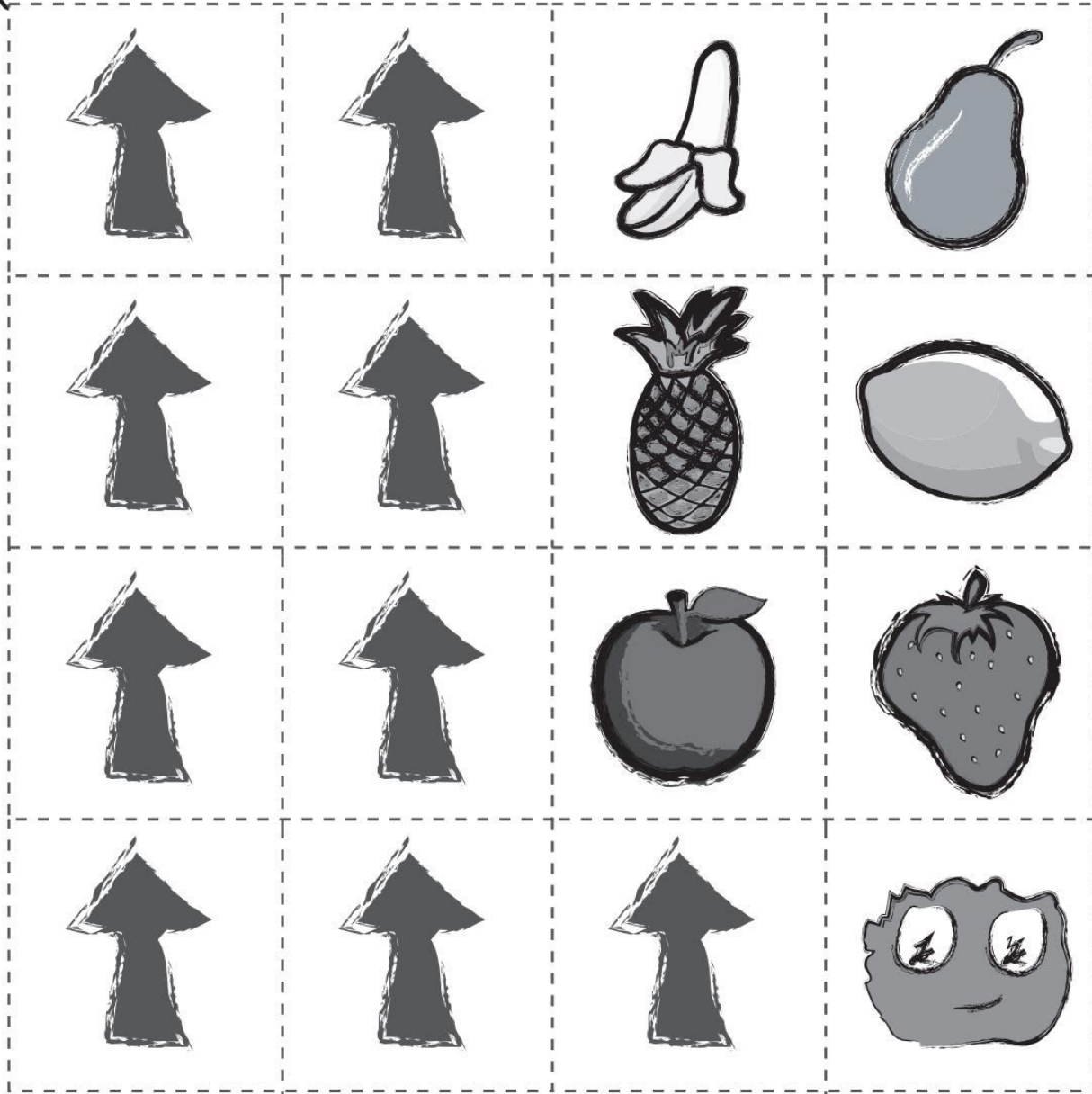
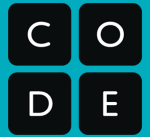


Happy Maps
Game Pieces Bonus Pack



		 repeat	
		 repeat	
		 repeat	
		 repeat	

Happy Maps Game Pieces



Unit 1 Lesson 9

Loops with Laurel

Resources

Unit 1 Lesson 10

Ocean Scene with Loops

Resources

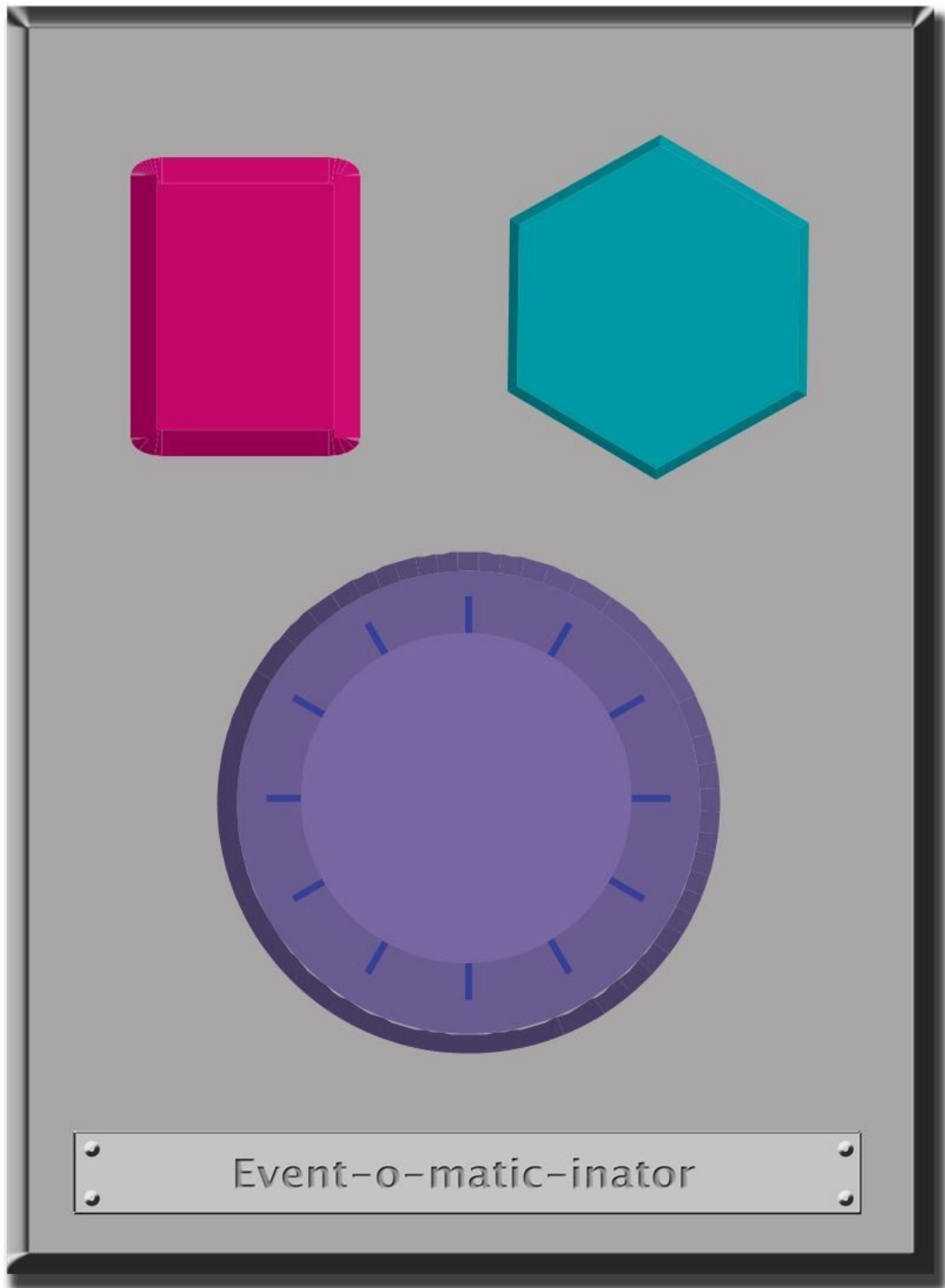
Unit 1 Lesson 11

The Big Event Jr.

Resources

The Big Event (Courses A-B)

Event Controller

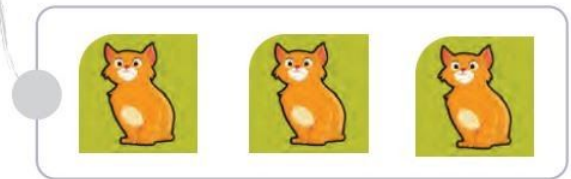
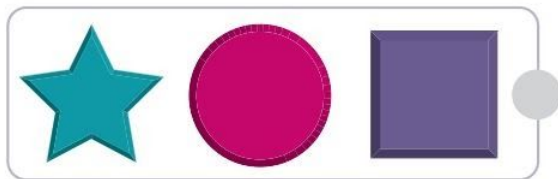
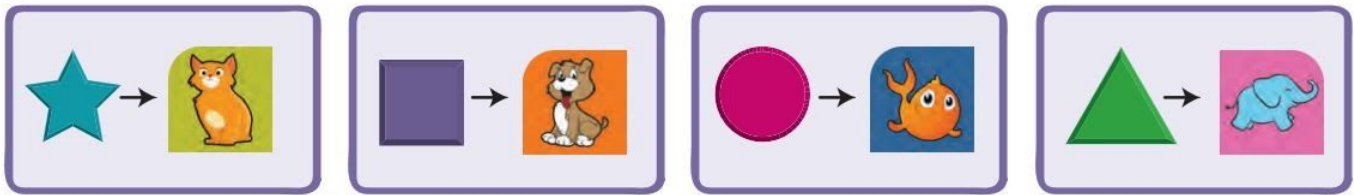


The Big Event



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.

Four button combinations are shown at the top, each in a box with a shape and an arrow pointing to a picture:

- Star → Cat
- Square → Dog
- Circle → Fish
- Triangle → Elephant

Below are four sets of pictures to be matched with the button combinations. The first set is already connected by a yellow line to the Star → Cat button combination.

Set of Pictures	Button Combination
Star, Star, Star	Fish, Dog, Elephant
Star, Triangle, Star	Cat, Fish, Dog
Circle, Square, Triangle	Cat, Elephant, Cat
Star, Circle, Square	Cat, Cat, Cat

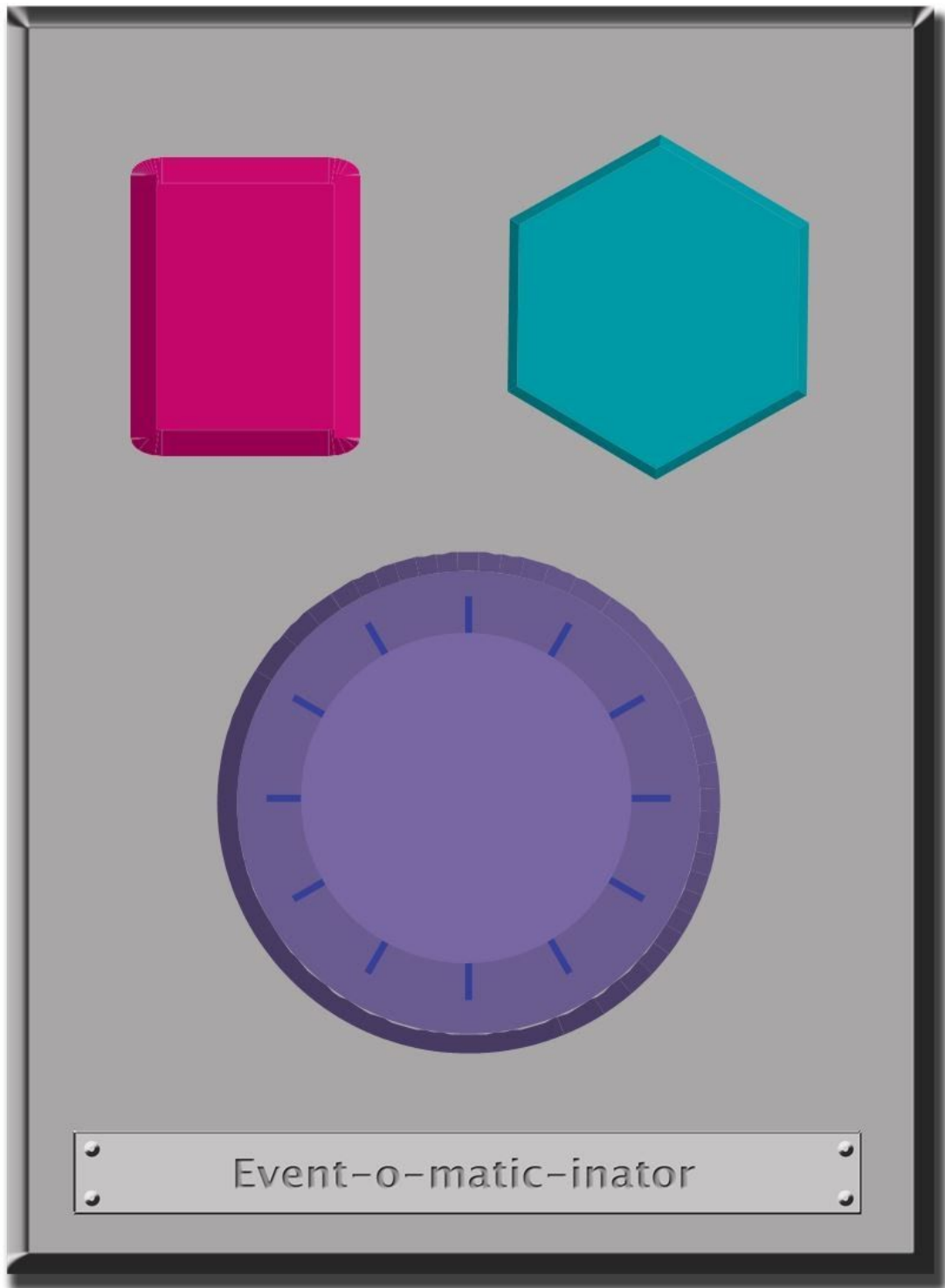
Unit 1 Lesson 12

On the Move with Events

Resources

The Big Event (Courses A-B)

Event Controller



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