Unit 8 Lesson 1

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.
Unit 8 Lesson 2
Programming with Angry Birds
Resources
My Think Spot Journal
Unit 8 Lesson 3
Debugging with Scrat
Resources
Unit 8 Lesson 4
Collecting Treasure with Laurel
Resources
Unit 8 Lesson 5

Creating Art with Code

Resources
Turns & Angles
in Regular Polygons

**Triangle**
(3 sides)

- 120° Right Turn
- 120° Left turn

Each turn is $360° / 3 = 120°$
Each angle is $180° - 120° = 60°$

**Rectangle**
(4 sides)

- 90° Right Turn
- 90° Left turn

Each turn is $360° / 4 = 90°$
Each angle is $180° - 90° = 90°$

**Pentagon**
(5 sides)

- 72° Right Turn
- 72° Left turn

Each turn is $360° / 5 = 72°$
Each angle is $180° - 72° = 108°$

**Hexagon**
(6 sides)

- 60° Right Turn
- 60° Left turn

Each turn is $360° / 6 = 60°$
Each angle is $180° - 60° = 120°$

**Octagon**
(8 sides)

- 45° Right Turn
- 45° Left turn

Each turn is $360° / 8 = 45°$
Each angle is $180° - 45° = 135°$

**Decagon**
(10 sides)

- 36° Right Turn
- 36° Left turn

Each turn is $360° / 10 = 36°$
Each angle is $180° - 36° = 144°$
My Think Spot Journal
Unit 8 Lesson 6

Loops with Rey and BB-8

Resources
This Journal Belongs To

Grade: 

Date: 

My Think Spot
Journal
Unit 8 Lesson 8

Nested Loops in Maze

Resources
Unit 8 Lesson 9

Snowflakes with Anna and Elsa

Resources
Unit 8 Lesson 10

Looking Ahead with Minecraft

Resources
Unit 8 Lesson 11

If/Else with Bee

Resources
Unit 8 Lesson 12

While Loops with the Farmer

Resources
Unit 8 Lesson 13
Conditionals in Minecraft: Voyage Aquatic

Resources
My Think Spot Journal
Unit 8 Lesson 14

Until Loops in Maze

Resources
Unit 8 Lesson 15

Harvesting with Conditionals

Resources
Unit 8 Lesson 16
Functions in Minecraft

Resources
Unit 8 Lesson 17

Functions with Harvester

Resources
Unit 8 Lesson 18

Functions with Artist

Resources
My Think Spot Journal
Unit 8 Lesson 19
Variables with Artist
Resources
This Journal Belongs To

Grade:       Date:

My Think Spot Journal
Unit 8 Lesson 20

Changing Variables with Bee

Resources
This Journal Belongs To

Grade:          Date:

My Think Spot Journal
Unit 8 Lesson 21

Changing Variables with Artist

Resources
This Journal Belongs To

My Think Spot Journal
Unit 8 Lesson 22
For Loops with Bee
Resources
Unit 8 Lesson 23
For Loops with Artist
Resources
Unit 8 Lesson 24
Swimming Fish in Sprite Lab
Resources
Unit 8 Lesson 25

Alien Dance Party

Resources
Unit 8 Lesson 26

Behaviors in Sprite Lab

Resources
Unit 8 Lesson 27

Virtual Pet with Sprite Lab

Resources
Unit 8 Lesson 28
End of Course Project
Resources
You are going to code your own project! You might make a sports game, a Star Wars game, a dance party, an amazing drawing, or something exciting in Sprite Lab.

Instructions

1. Look at the example projects on Code Studio to get ideas for what you can create!
2. A good project will have many different parts. Use the space below to draw and explain how your project will work or what your creation will look like at different points in time.
3. Make your project!