

Grade 4

Distance Learning Module 8: Week of: 5/25/2020-5/29/2020

Grade 4 Computer Coding - Modified from [Unit 2 - Computational Thinking](#)

Targeted Goals from Stage 1: Desired Results

Content Knowledge: Algorithms are precise sequences of instructions for processes that can be executed by a computer or other operator, and are implemented using programming languages. People write programs for computers to execute algorithms. Programmers debug and revise their programs to improve the stability and efficiency of the program and end user experience.

Vocabulary: algorithm, programming, program, bug, debug, sequence

Skills:

- Write an algorithm
- Write basic code using a block language
- Debug code using a variety of strategies

Expectation: Students will define what an algorithm is and write an algorithm to complete a common task.

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Monday: Memorial Day - no school		
Tuesday: Introduction to computers and programming	Weekly Introductory Video Meet! Algorithms, programs, and programming What do computers do? What's an algorithm?	Exit Ticket: Write an algorithm for completing a common task, like brushing your teeth or washing your hands
Wednesday:	Create your login for code.org Try it: Code.org Lesson 1: Dance Party!	Code.org login Follow the instructions for lesson 1 to create a dance party. Do as much or as little as you wish!
Thursday:		nothing due

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Friday:	Meet! Getting started in Code.org Getting Started with Maze Programming Code.org Lesson 2: Programming in Angry Bird	Complete all sections of Code.org lesson 2: Programming with Angry Bird

Week criteria for success (attach student checklists or rubrics):

- Introductory video
- Meets
- What is an algorithm assignment
- make code.org login
- Dance Party in Code.org
- video: Getting started with Maze Programming
- Code.org lesson 2: Programming with Angry Bird

Supportive resources and tutorials for the week (plans for re-teaching):

Contact me for time to “meet” for 1:1 help.