

Unit 8a: CODE: Artist: Loops

Content Area: **Unified Arts**
Course(s): **Computer Science 1, Computer Science K**
Time Period: **February**
Length: **10 Days**
Status: **Published**

Unit Summary

Returning to the artist, students learn to draw more complex images by looping simple sequences of instructions.

Student Learning Objectives

Students will learn to...

- count the number of times an action should be repeated and represent it as a loop.
- decompose a shape into its smallest repeatable sequence.
- create a program that draws complex shapes by repeating simple sequences.

Essential Questions

- How can I use loops to create a shape?

Enduring Understandings

Students will understand that...

- an individual can explain to someone how to draw a shape using loops.

Application

Students will be able to independently use their learning to...

- draw a shape using loops.
- loop simple sequences of instructions.

Skills

Students will be skilled at...

- counting the number of times an action should be repeated and represent it as a loop.
- creating a program that draws complex shapes by repeating simple sequences.

Resources

- Chromebase desktop computers
- Chromebooks
- iPads