

# 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

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

## Student Learning Objectives

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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

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- How can I use loops to create a shape?

## Enduring Understandings

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Students will understand that...

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

## Application

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

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

## **Skills**

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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**

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- Chromebase desktop computers
- Chromebooks
- iPads