

Unit 14: CODE: Getting Loopy

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

Unit Summary

Loops are a handy way of describing actions that repeat a certain numbers of times. In this lesson, students will practice converting sets of actions into a single loop.

Student Learning Objectives

Students will learn to...

- repeat actions initiated by the instructor.
- translate a picture program into a live-action dance.
- convert a series of multiple actions into a single loop.

Essential Questions

- What is a loop?

Enduring Understandings

Students will understand that...

- a loop is the action of doing something over and over again.

Application

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

- convert sets of actions into a single loop.

Skills

Students will be skilled at...

- utilizing loops.

Resources

For the Student:

- Open Space for Dancing/Moving
- Assessment Worksheet: [Getting Loopy Assessment](#)
- Pens/Pencils/Markers

For the Teacher:

- [Lesson Video](#)
- Teacher Lesson Guide
- Print one [Getting Loopy Activity Worksheet](#) for the class
- Print Assessment Worksheet: [Getting Loopy Assessment](#) for each student