## **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