

# Unit 15: CODE: Maze: Loops

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

## Unit Summary

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Building on the concept of repeating instructions from Getting Loopy, this stage will have students using loops to more efficiently traverse the maze.

## Student Learning Objectives

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Students will learn to...

- identify the benefits of using a loop structure instead of manual repetition.
- create a program for a given task which loops a single command.
- break down a long sequence of instructions into the smallest repeatable sequence possible.
- create a program for a given task which loops a sequence of commands.
- employ a combination of sequential and looped commands to reach the end of a maze.

## Essential Questions

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- What are loops?
- Why do we use them?

## Enduring Understandings

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Students will understand that...

- a loop a structure can be utilized instead of manual repetition.

## Application

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

- utilize a loop structure.

## Skills

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Students will be skilled at...

- creating a program for a given task which loops a single command.
- creating a program for a given task which loops a sequence of commands.
- employing a combination of sequential and looped commands.

## Resources

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