Unit 18: CODE: The Big Event

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

Unit Summary

Events are a great way to add variety to a pre-written algorithm. Sometimes you want your program to be able to respond to the user exactly when the user wants it to. That is what events are for.

Student Learning Objectives

Students will learn to...

- repeat commands given by an instructor.
- recognize actions of the teacher as signals to initiate commands.
- practice differentiating pre-defined actions and event-driven ones.

Essential Questions

- What is an event and what does it do to an algorithm?

Enduring Understandings

Students will understand that...

- an event is an action that causes something to happen.

Application

Students will be able to independently use their learning to…

- create programs with events.

Skills

Students will be skilled at...

- coding.
- understanding and using technology systems.

Resources

For the Student

- Assessment Worksheet: The Big Event Assessment
- Pens/Pencils/Markers

For the Teacher

- Lesson Video
- Teacher Lesson Guide
- Print one The Big Event Activity Worksheet and Event Controller
- Print Assessment Worksheet: The Big Event Assessment for each student