

# 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