UNit 13: CODE: Bee: Loops

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

Unit Summary

In the last stage students used loops to repeat simple movements. Now they're going to add to that the looping of actions in order to help the bee collect more nectar and make more honey.

Student Learning Objectives

Students will learn to...

- write a program for a given task which loops a single command.
- identify when a loop can be used to simplify a repetitive action.
- employ a combination of sequential and looped commands to move and perform actions.

Essential Questions

- What daily activites do you do that could be described as a loop?

Enduring Understandings

Students will understand that...

- using loops can make a task more efficient.

Application

Students will be able to independently use their learning to…

- use loops to repeat simple movements and make a task more efficient.

Skills

Students will be skilled at...

- writing a program for a given task which loops a single command.
- identifying when a loop can be used to simplify a repetitive action.
- employing a combination of sequential and looped commands to move and perform actions.

Resources