

Unit 13: Coding-Programming with Angry Birds

Content Area: **Unified Arts**
Course(s): **Computer Science 2**
Time Period: **May**
Length: **5 Days**
Status: **Published**

Unit Summary

Using characters from the game Angry Birds, students will develop sequential algorithms to move a bird from one side of a maze to the pig at the other side. To do this they will stack code blocks together in a linear sequence, making them move straight, turn left, or turn right.

Student Learning Objectives

Students will learn to...

- translate movements into a series of commands.
- identify and locate bugs in a program.

Essential Questions

- How do I demonstrate perseverance through hard tasks?
- Why is it important to identify and locate bugs in a program?

Enduring Understandings

Students will understand that...

- programming and debugging skills can be utilized on a computer platform.
- the block-based format of these puzzles help individuals to learn about sequence and concepts, without having to worry about perfecting syntax.

Application

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

- identify and locate bugs in a program.

Skills

Students will be skilled at...

- programming and debugging a computer program.
- developing sequential algorithms.

Resources

For the Teacher:

- [Course C Online Puzzles](#) - Website
- [CS Fundamentals Main Activity Tips](#) - Lesson Recommendations

For the Students:

- [Course C, Lesson 2 Maze Bridging Page](#) - Puzzle Manipulative (PDF)
- [Unplugged Blocks for Maze/Farmer/Bee - Grades 2-5](#) - Manipulatives (PDF)
- [Think Spot Journal](#) - Reflection Journal