

# Unit 17 CODE- Jigsaw: Learn to Drag and Drop

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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In this unit, students will become familiar with the drag and drop techniques utilized when engaging with technology. In this first online activity students will become familiar with basic mouse use and the block-based programming interface they will be using throughout the course. Students will begin by simply dragging images on screen and then progress to dragging puzzle pieces into the proper order.

## Student Learning Objectives

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Students will learn to...

- use a mouse to input information into a computer.
- recall and apply the rules of pair programming.
- use pair programming to complete collaborative tasks with or without a computer.
- identify situations when the rules of pair programming are not followed.
- arrange puzzle pieces into the proper order.

## Essential Questions

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- What does the mouse do?
- How does moving the mouse affect the cursor on the screen?

## Enduring Understandings

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Students will understand that...

- pushing down on the mouse button is like closing your hand on a real puzzle piece and letting go of the button is like opening your hand to drop the piece.
- you keep your mouse button pressed while you drag each piece.

## Application

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

- drag and drop using the mouse by keeping the mouse button pressed while dragging each piece and opening thier hand to drop the piece.

## Skills

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Students will be skilled at...

- utilizing the mouse to drag and drop items.
- recalling and applying the rules of pair programming.
- using pair programming to complete collaborative tasks with or without a computer.

## Resources

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- Getting Started- [Introduction](#)
- Activity: Jigsaw: Learn to drag and drop- [Jigsaw: Learn to drag and drop](#)
- Extended Learning - [Extension Activities](#)