Unit 16: CODE: Bee: Sequence

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

Unit Summary

In this lesson students will help their bees to collect nectar from flowers and create honey in honeycombs. This builds on the Maze levels by adding action blocks to the movement blocks students are already familiar with.

Student Learning Objectives

Students will learn to...

- express movement as a series of commands.
- order movement commands as sequential steps in a program.
- represent an algorithm as a computer program.
- convert a whole number to the equivalent quantity of individual blocks.
- distinguish between flowers and honeycombs.
- express the relationships between flowers, nectar, honeycombs, and honey.

Essential Questions

- How can I build on the Maze levels by adding action blocks to the movement blocks that i am familiar with?

Enduring Understandings

Students will understand that...

- they can express movement as a series of commands.
- they can order movement commands as sequential steps in a program.

Application

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

- order movement commands as sequential steps in a program.
- express movement as a series of commands.
- order movement commands as sequential steps in a program.

- represent an algorithm as a computer program.

Skills

Students will be skilled at...

- sequencing steps in a program.

Resources

- Chromebase desktop computers
- Chromebooks
- iPads
- Bee Sequence