Unit 20: CODE: Maze:Debugging

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

Unit Summary

Debugging is an essential element of learning to program. In this lesson, students will encounter puzzles that have been solved incorrectly. They will need to step through the existing code to identify errors, including missing blocks, extra blocks, and misordered blocks.

Student Learning Objectives

Students will learn to...

- predict where a program will fail.
- modify an existing program to solve errors.
- identify an algorithm that is unsuccessful when the steps are out of order.

Essential Questions

- How do you fix something that isn't working?
- Do you follow a specific series of steps?

Enduring Understandings

Students will understand that...

- an algorithm is unsuccessful when the steps are out of order.

Application

Students will be able to independently use their learning to…

- fix something when it is not working.
- follow a specific series of steps.
- "debug" problems in programs.

Skills

Students will be skilled at...

- identifying problems within exisiting code.
- recognizing and "debugging" problems in programs.

Resources

- Chromebase desktop computers
- Chromebooks
- iPads