

# Kindergarten Technology Unit 3: Early Coding Lessons

Content Area: **Technology**  
Course(s): **Technology Grade K**  
Time Period: **MP3**  
Length: **7 days**  
Status: **Published**

## **NJSLS - Computer Science and Design Thinking**

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CS.K-2.8.1.2.AP.1	Model daily processes by creating and following algorithms to complete tasks.
CS.K-2.8.1.2.AP.2	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
CS.K-2.8.1.2.AP.3	Create programs with sequences and simple loops to accomplish tasks.
CS.K-2.8.1.2.AP.4	Break down a task into a sequence of steps.
CS.K-2.8.1.2.AP.5	Describe a program's sequence of events, goals, and expected outcomes.
CS.K-2.8.1.2.AP.6	Debug errors in an algorithm or program that includes sequences and simple loops.

## **Rationale and Transfer Goals**

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Students will learn the basics of computer science using a unit of study developed by code.org. They will learn coding and problem solving through solving various coding puzzles. This unit of study will help students understand the basics of how many digital apps, games and programs are created and could inspire them to further their knowledge of the subject as they get older. This unit will allow students to develop their critical thinking and problem solving skills, as well as their collaboration skills on challenging problems.

## **Enduring Understandings**

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Computers can be used to quickly solve problems, but they require people to think creatively and be the driving force behind the problem solving.

## **Essential Questions**

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How can I program a computer to complete a task?

How do computers process information differently than people?

## **Content - What will students know?**

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- Definition of “algorithm” and “program”.
- Cardinal directions.
- Drag and Drop.
- Sequential steps in a program.
- Debugging an existing algorithm.
- Sequential order.
- Sequential order with repetition.
- Geometric shapes.

## **Skills - What will students be able to do?**

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- Begin to list steps to guide a character from one location to another.
- Use the mouse/trackpad to input information into the computer.
- Move puzzle pieces into the correct order.
- Create a sequential algorithm to solve a problem.
- Discover where a program will fail and adjust the algorithm.
- Arrange events in a sequential and logical order.
- Use loops to move characters through a maze.
- Create algorithms to draw various geometric shapes.

## **Activities - How will we teach the content and skills?**

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- Large group instruction, demonstration of how to move characters using 4 cardinal directions.

- Large group instruction, Demonstration of dragging basics on the Smartboard.
- Whole class problem solving on smartboard, programming the teacher to move from point to point around the classroom.
- Follow prepared algorithms for completing a simple task (for example, drawing a stick figure) and finding out where the algorithm went wrong.
- Whole group collaboration on the steps necessary to direct the teacher from one point in the classroom to another.
- Solve problems and search for patterns within the algorithm that can be converted into loops.
- Whole class collaboration to create a shape, and developing an algorithm to repeat the process.

### **Evidence/Assessments - How will we know what students have learned?**

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- Completion of “Flurbs” assessment where students will give directions to help characters travel to an endpoint.
- Completion of Learn to Drag and Drop module on code.org.
- Completion of Sequencing With Scrat module on code.org.
- Completion of Programming with Scrat module on code.org.
- Whole group activity, directing the teacher through a classroom maze.
- Completion of Loops with Scrat module and Loops with Laurel on code.org.
- Completion of Ocean Scenes with Loops module on code.org

### **Spiraling for Mastery**

<b>Content or Skill for this Unit</b>	<b>Spiral Focus from Previous Unit</b>	<b>Instructional Activity</b>
Dragging and Dropping	Mouse/trackpad skills	Drag and drop Jigsaw activity

### **Key Resources**

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Code.org Course A

## **21st Century Life and Careers**

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WRK.9.1.2.CAP.1                      Make a list of different types of jobs and describe the skills associated with each job.

## **Career Readiness, Life Literacies, & Key Skills**

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TECH.9.4.2.DC.3                      Explain how to be safe online and follow safe practices when using the internet (e.g., 8.1.2.NI.3, 8.1.2.NI.4).

TECH.9.4.2.DC.4                      Compare information that should be kept private to information that might be made public.

TECH.9.4.2.TL.1                      Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1).

## **Interdisciplinary Connections/Companion Standards**

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Literacy and language arts in the technology context: posters, letter recognition, word recognition, and connections to GUIs

Science: understanding of computers and electricity, operations of touchscreens and other user devices

Social Studies: Computers in the context of society; our relationships to computers as a tool

Health: Limits to screen time and healthy relationships with technology, online technologies

Math: concepts of logic in coding, counting and cardinality, number sense

SCI.K-2-ETS1-1                      Ask questions, make observations, and gather information about a situation people want to change (e.g., climate change) to define a simple problem that can be solved through the development of a new or improved object or tool.