

LESSON PLAN

LESSON 2 - ALGORITHMS

Introduction: Reflect on discussion of coding.

GRADE LEVEL: K-3

OBJECTIVES

To design and test a path for the Blue-bot on white boards.
To debug the program if not working.

ASSESSMENTS

Anecdotal notes
Observe whether children's coding has directed Blue-bot to its destination.

LESSON ACTIVITIES

1. Demonstrate cards with arrow directions. Show how to draw arrow directions.
2. Design a path for Blue-bot on white board.
3. Test path with Blue-bot with partners.
4. Ask kids how to debug if your program isn't working.