BCPS Field Trip Request ID # 8505

Trip Request By Beverly Stangel - HMS

Trip Name Coding with the science center

Trip Date 12-14-2018

Approx. Pick-up Time 8:45AM

Return Date 12-14-2018

Approx. Return Time 2:30PM

Class/Group 6th 7th , 8th students in the UA rotation excluding Band and Cho

Student Count 160

Chaperone Count 17

Number of Vans/Buses 4

Common Carrier Miller

Cost to Students 18

How will you pay for students who cannot afford the fee?

team funds

Place of Departure

Name: Hebron Middle School

Address: 3300 E. Hebron Lane

City: Shepherdsville

State: KY

Destination

Name: Louisville Science Center

Address: 727 W Main St,

City: Louisville

State: KY

Lesson Plans

Standards

2-A-2-1: Solicit and integrate peer feedback as appropriate to develop or refine a program.

2-I-7-19: Explain how computer science fosters innovation and enhances nearly all careers and disciplines.

Learning Target

 To learn the basic elements of coding and to code a game with Scratch.

Students evaluate real-world connections and explain how coding examples connect to everyday life activities.

Vocabulary
code - (v) to write code, or to write instructions for a computer.
Debugging - Finding and fixing problems in your algorithm or program.
Program - An algorithm that has been coded into something that can be run by a machine.

1. Bellringer
2. Setting the Stage: introduce code and discuss schema. Discuss life after graduation and the use of computers.
3. Challenge your students to complete the Playlab tutorial.

Choose a tutorial for small groups or individually that introduce free play and creation of apps or games. You can have students work independently

Option: tutorials on code.org/learn that allow for free creation, including the Make a Flappy Game] (https://studio.code.org/s/playlab/stage/1/puzzle/1)
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4. Reflection: Facilitate a "Turn and Talk." Ask students to share their game, app or final product with a friend for feedback. Then switch and check out your partner's app or game. Ask
a few groups to share out their experience: what did you learn about how apps and
games work today? How do you feel having had the opportunity to study computer
science?
5. HW (if possible): Challenge students to share some aspect of their Hour of Code experience on social media using #hourofcode as a way to lend their voices to this world wide movement. Students can share their game, images, videos or just their thoughts