Hour of Code: ELA Integration

2nd Grade

About the Lesson

Retell the Kodable World story, recalling events in the correct sequence and including thoughts and feelings from the fuzzFamily!

Objectives

1. Students will be able to sequence events in a story.
2. Students will be able to connect sequencing story events to sequence in programming.
3. Students will be able to identify and describe character thoughts, actions, and feelings.
4. Students will be able to recount events in the correct sequence.
5. Students will be able to write commands in the correct sequence to run a program.

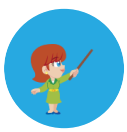
Common Core Alignment

CCSS.ELA-Literacy.W.2.3: Write narratives in which they recount a well-elaborated event or short sequence of events, include details to describe actions, thoughts, and feelings, use temporal words to signal event order and provide a sense of closure.

Lesson Materials

- "The Kodable World" narrative
- Thoughts, feelings, actions graphic organizer
- Letter Template
- Pencils
- Device to access Kodable on-screen lessons (iPad, desktop, mac, PC, web)
- Kodable on-screen lessons: Smeeborg Sequence Sector, "1,2,3 Roll" 1.1-1.5

> More related lesson materials can be found at the bottom of this document.



Direct Instruction

Opening

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Introduce the Hour of Code and explain that today's lesson will help us understand programming through a reading and writing activity:

"This is a special week! This week is the Hour of Code, where students all around the world are learning about computer science. We are going to start by thinking about things we already know and do, which will help us learn about programming so we can use technology to help ourselves and the world.

Today, we are going to learn how reading and writing are a lot like computer programming. When we read, we have to follow the order of events happening, or the sequence, for the storyline (plot) to make sense. We have to think about the setting and characters- what they are thinking, feeling, doing- and use strategies to help us understand the story (prediction, asking questions, etc.).

In computer programming, sequence is just as important. We have to instruct computers by giving them written directions in something called code. If we write code out of order, the program won't make sense to the computer and it won't be able to do anything- just like our stories won't make sense if the events are out of order.

We're going to start by reading a story about the fuzzFamily, who you will be helping through a maze later in today's lesson! We are going listen to the story, while thinking about the events happening in the story and what our characters are thinking, feeling, and doing and how that plays into the plot of the story. You are going to get a chance to write a letter to a friend after, describing the characters in the story and the events they encounter.

After you write to a friend, you'll show how much you learned about sequence in stories and programming by getting on your device (iPad, computer) to put the code in the correct order to solve a problem for blueFuzz!

We are going to listen to and follow directions as we work together to learn about sequencing events in reading, writing, and programming today."

Introduction to New Material

"When we read and write, events happen in a certain order to tell a story. If we started reading a story in the middle, it probably wouldn't make much sense since we would be missing parts of the story that happened in the beginning. If we don't finish a story, we also don't understand the full story without the ending.

We also need to think about the characters in our book. We need to understand what they are thinking, feeling, and doing because this has an impact on what is happening in the story.

We're going to read 'The Kodable World' and think about our characters and the events that happen throughout the story. Think about the feelings, thoughts, actions, the setting, and important events that all work together to tell a story. You will need this information to describe the story to a friend later.

***Read Aloud**:* Read "The Kodable World" to students, modeling strategies that readers use (tracking the words with your finger, reading from left to right, etc.) Show your thinking process as you recognize character actions, thoughts, and feelings. Model making inferences

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and connecting characters to the sequence of events. Use reading comprehension strategies out loud to help students understand your thought process as you read.

As you come across events in the story, record them in a place that students can see. Show how you keep track of the storyline through the events that are happening and use sight words to guide students through the storyline (*first, next, then, last*).

Guided Practice

Students will map out character thoughts, feelings, and actions using the provided graphic organizer. Students will use the graphic organizer to explain to a partner (in detail) the sequence of events and the role the characters play in the story.

"We just read an exciting story that told us a lot about the fuzzFamily. In computer programming, our computers need to follow an order just like the events in our stories. When we tell a story, the sequence of events helps the story make sense.

In computer programming, people called programmers control what the computer does by giving the computer instructions that it will follow in order. People communicate with computers in a language computers understand, called code, to get them to do what we want. If we don't write the code in the correct order, or follow the correct *sequence*, the instructions won't make sense to the computer. The program won't make sense to the computer if the instructions aren't in order- just like our stories don't make sense to us if they aren't in order!"

"Think about the story we just listened to. On your graphic organizer, fill in the order of the events and think about how you would tell this story. Once your graphic organizer is complete, you will share with a partner.

> **Lesson Tip**
>
> Have students get in pairs to practice recounting the events in the story before writing their letters.

"Once you and your partner have shared with each other, you will get a letter template to write a letter to a friend or family member that isn't in this class. Your letter will explain the fuzzFamily's story to through the events you recall from The Kodable World.

Independent Practice

Students will write a letter (from the perspective of a fuzz of their choice) to a friend or family member, recounting the events in The Kodable World story. Students will use the completed graphic organizer to complete their letter on the provided letter template.

Closing

Students will apply what they learned from the lesson to complete Smeeborg Sequence Sector lessons 1.1-1.5 in the app or at game.kodable.com. Note: If you are a registered user, you can track student progress on your teacher dashboard.

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“Today we learned about programmers following an order, or sequence to give instructions to computers. We are going to use what we learned and what we already know about following a sequence in a story, to instruct blueFuzz through the maze with the correct code.”

Lesson Tip

Model the on-screen lesson tutorial for students. Go over classroom procedures for iPads/computers and technology use.

Students will complete Smeeborg Sequence Sector, "1,2,3, Roll" lessons 1.1-1.5.

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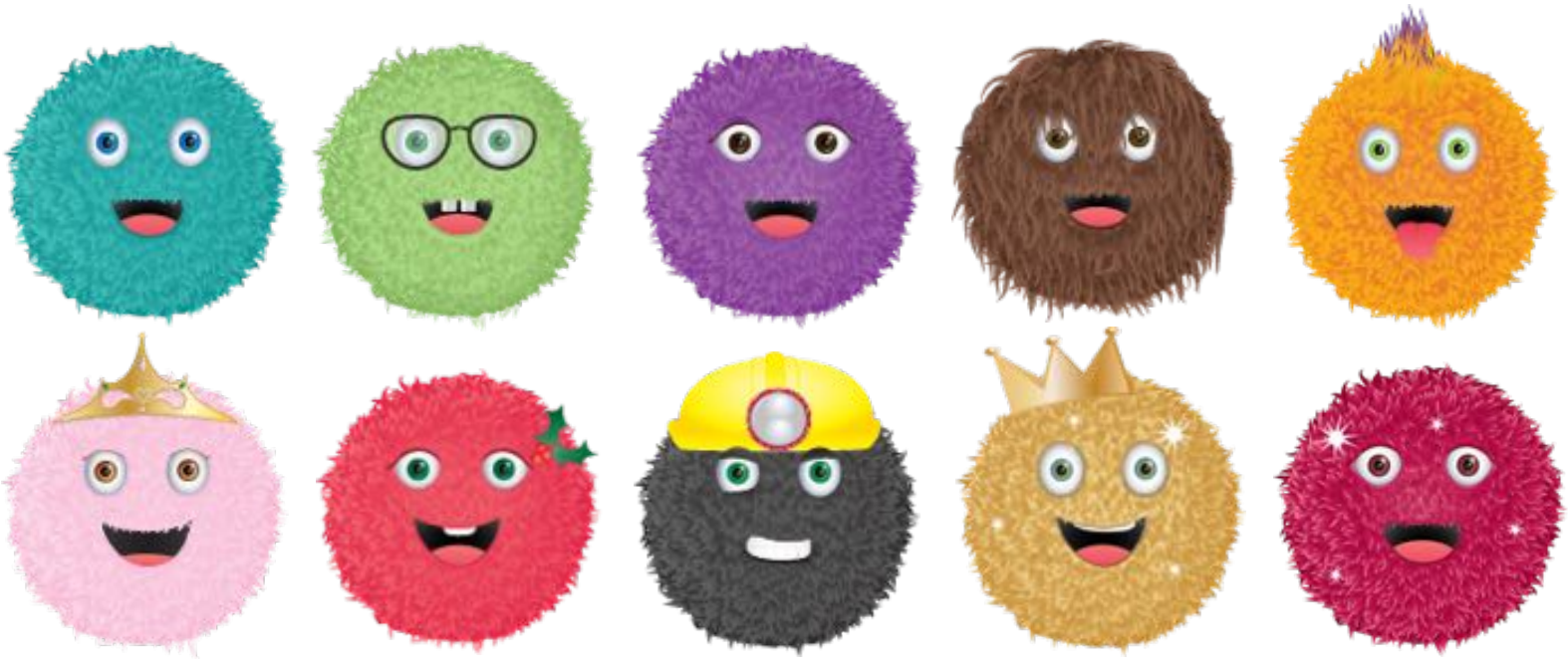
The Kodable World

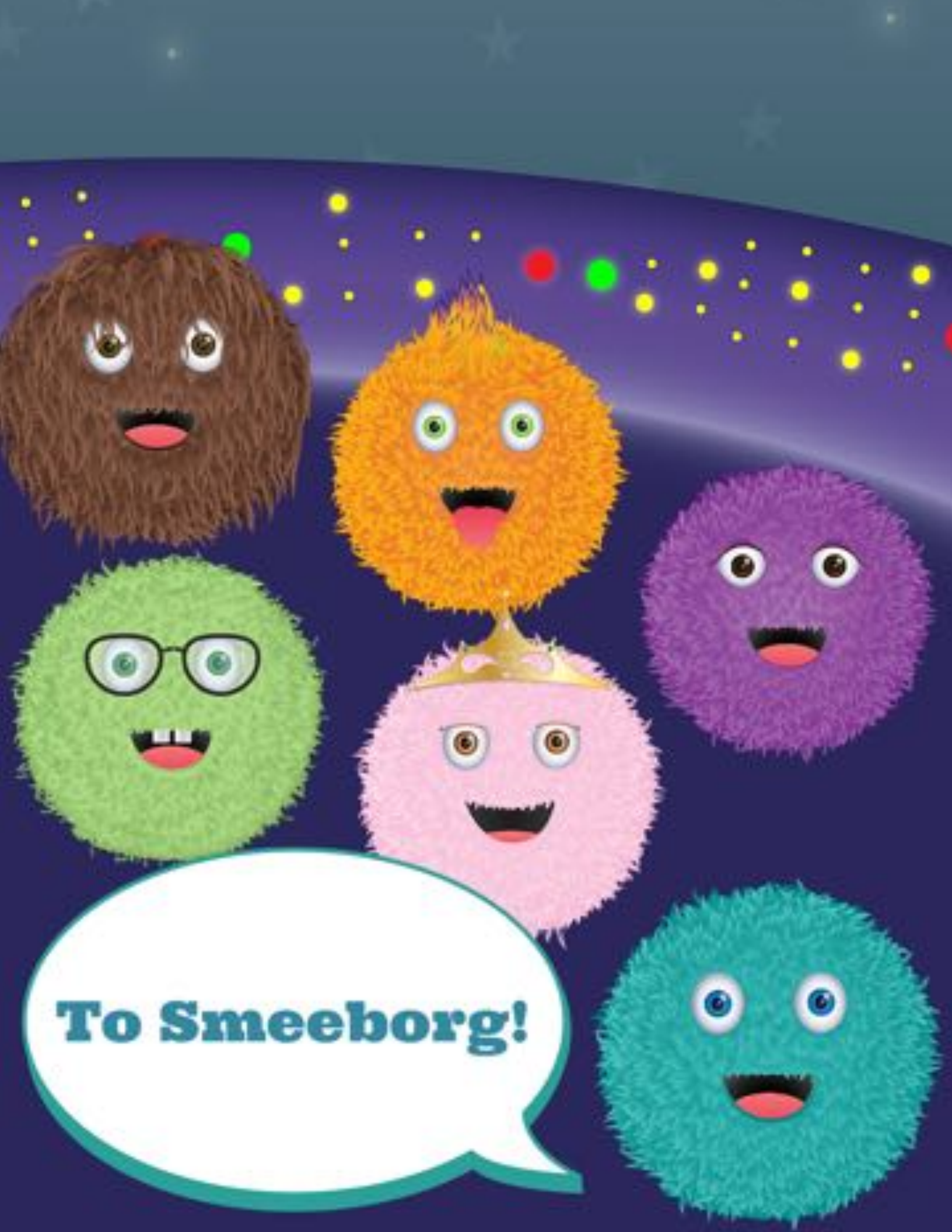
Meet the fuzzFamily...

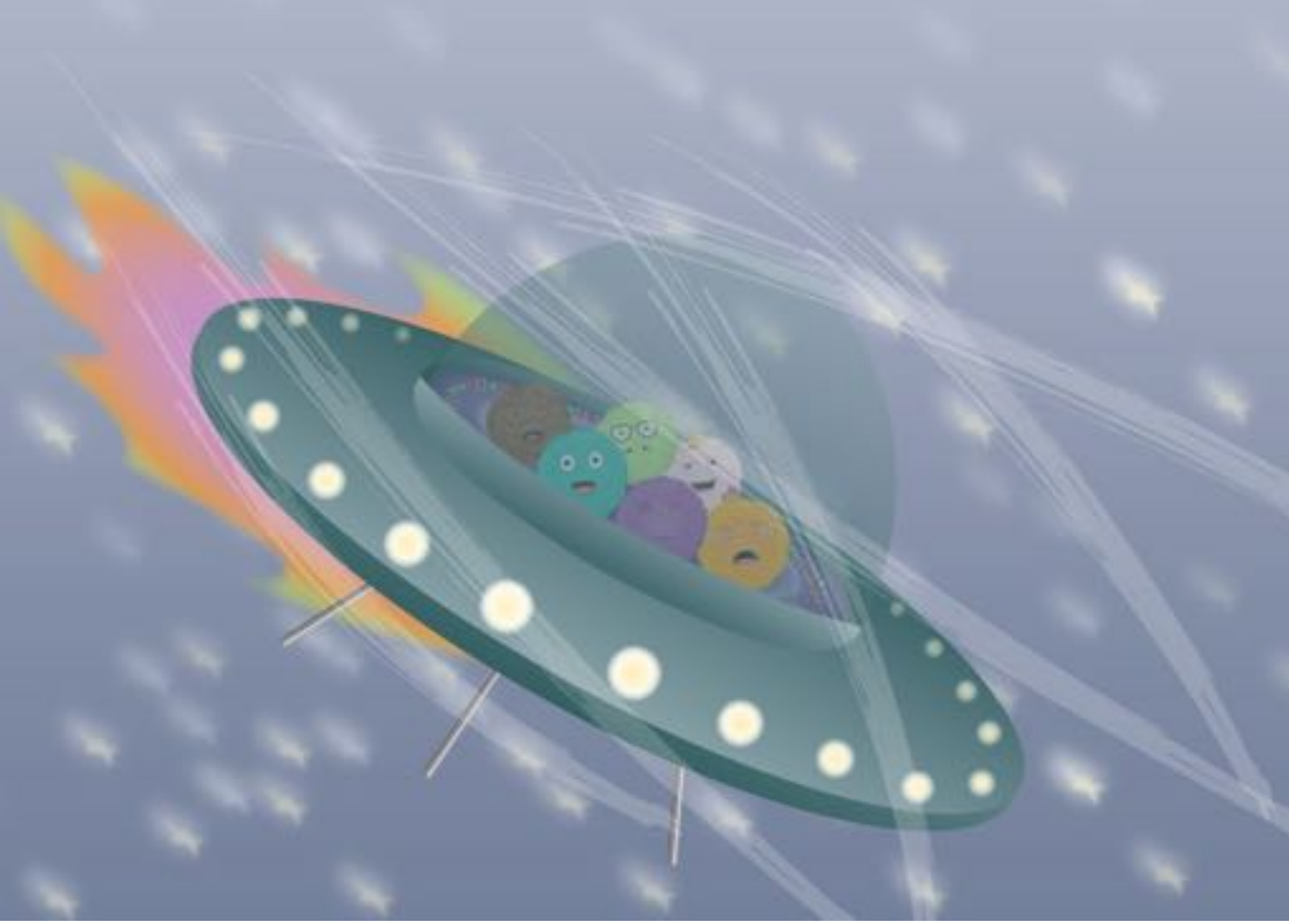
The Kodable world is an extraordinary place inhabited by an unusual group of creatures called the fuzzFamily. Each member of the fuzzFamily is unique in his or her own special way, but they all have one thing in common—they love to explore! Since the fuzzFamily enjoys exploring so much, one day they all jumped into their spaceship and left their home planet to explore the universe.



What's that in the distance?

During the fuzzFamily's galactic travels, they came across a colorful new planet called Smeeborg. All the fuzzes are naturally curious and love exploring new places, so they decided to stop by for a visit. BlueFuzz, the leader of the fuzzFamily, instructed SimonFuzz to set a new course towards Smeeborg.


To Smeeborg!



Oh no! Look out below!

During the fuzzFamily's descent, something went terribly wrong. Their ship started losing altitude very quickly, and couldn't resume normal landing procedures. Terrified, the fuzzFamily feared the worst as they catapulted uncontrollably,

down,

down,

down,

down,

towards Smeeborg.

Oh my! It's bouncyclastic!

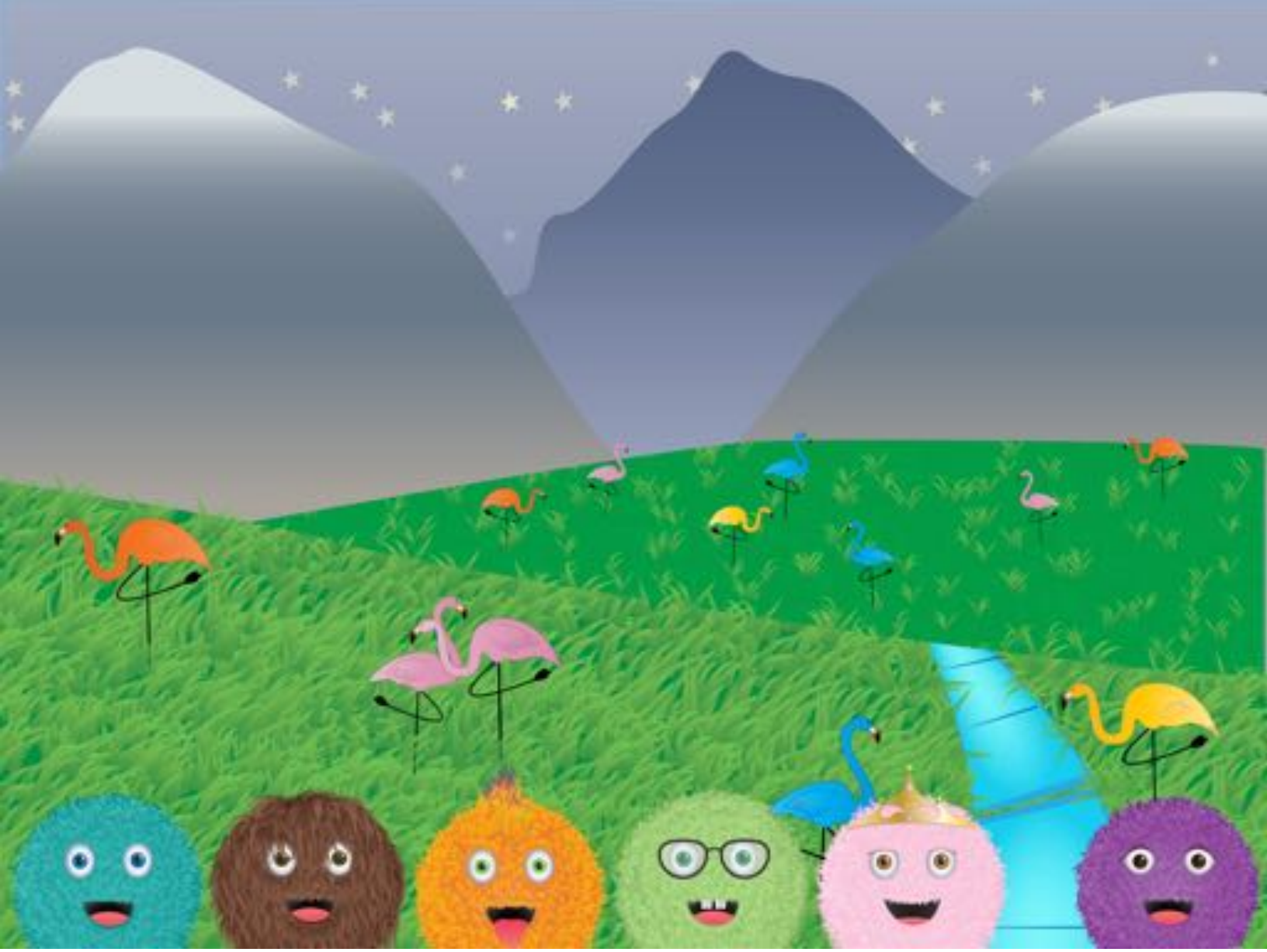
Just when the fuzzFamily thought all hope was lost, their ship started to slow down. VioletFuzz suddenly realized that Smeeborg's atmosphere was bouncyclastic! This meant that the planet had an extremely unusual gravitational pull causing falling objects to gradually slow down.

Boom!

With a thunderous boom, the fuzzFamily's ship crashed into the surface of Smeeborg. The ship was heavily damaged, but thankfully, the fuzzFamily was safe and sound. Not a single fluffy hair on their round bodies was harmed! The fuzzFamily peered out of the ship's windows at their new surroundings and saw a beautiful meadow.

It's time for an adventure!

After checking that all the fuzzes were okay, BlueFuzz decided to venture out of the ship to check on the damage. He told all the other members of the fuzzFamily to remain inside the ship. Naturally, they all followed him out. Fuzzes don't always listen, much like little children.



What's that sound?

The meadow grass was as soft as the fluffy fur on the fuzzes' round little bodies, and twice as tall. It was dusk, and the starry sky lit up the horizon. Fireflies danced above the tall grass, and sweet, soft music seemed to be coming from the ground itself. The air smelled sweet like honeysuckle, and there was a warm breeze like an early summer evening. The fuzzFamily was entranced. They couldn't wait to explore!

It's a TechnoMaze!

BlueFuzz assessed the damaged and concluded that the ship was beyond repair. When BlueFuzz went to explain to the others what had happened, he realized they were all looking at something. When BlueFuzz got closer, he saw a bluish light radiating in front of them. The entire fuzzFamily was looking at a glowing path of bright blue tiles. They had discovered the TechnoMazes of Smeeborg!

Beware of the challenges ahead!

BlueFuzz told the fuzzFamily what had happened to the ship, and explained that they did not have the right parts to fix it. After talking it over, the fuzzFamily decided to roll onward into the TechnoMazes of Smeeborg. With excitement and a bit of apprehension, they set off to explore Smeeborg!


Now it's up to you!
Help the fuzzFamily navigate Smeeborg!

Character Thoughts

Character Feelings

Character Actions

Dear_____,

From,

_____