

Ms. Emma

Steam

Kindergarten

Students will review coding on code.org

- click on “learn” in the tool bar
- click on “learn more” in the K-5 Box,
- click on Pre-reader express to access lessons

Week 1

Lesson 7: Happy Loops

This activity revisits Happy Maps. Students will be solving bigger, longer puzzles with their code, leading them to see utility in structures that let them write longer code in an easier way.

This lesson serves as an introduction to loops. Loops allow for students to simplify their code by grouping commands that need to be repeated. Students will develop critical thinking skills by noticing repetition in movements and determining how many times to repeat commands. By seeing "Happy Maps" again, students will get the chance to relate old concepts such as sequencing to the new concept of repeat loops.

Week 2

Lesson 8: Loops with Scrat

Building on the concept of repeating instructions from "Happy Loops," this stage will have students using loops to get to the acorn more efficiently on Code.org.

In this lesson, students will be learning more about loops and how to implement them in Blockly code. Using loops is an important skill in programming because manually repeating commands is tedious and inefficient. With these Code.org puzzles, students will learn to add instructions to existing loops, gather repeated code into loops, and recognize patterns that need to be repeated.

Students can practice coding on Lesson 1-10 for review and continued growth