

Mini Lesson 1: **Crack the Code**

Grade Level: Kindergarten

Curriculum: Coding and Computer Science

A.7.K.1 Identify and follow an algorithm to accomplish a simple task

A.8.K.1 Use a visual block-based programming language individually and collaboratively to solve problems

Tools: Puzzlet Cork Coding & Pick Me!

Synopsis: For this lesson I will be using Puzzlet and Pick Me! I will display the screen on the iPad connected to Puzzlet onto the smartboard so that all of my students will be able to see. Using the Pick Me! random generator, I will have one student come up to the board at a time. The cork game had many levels so I will pick a new student every level. The students will each have a turn using the coding device. The device allows them to create a hands on algorithm to play the game and get the puzzle piece at the end of each level. If I wanted to take a more individualized approach, I could break them up into groups of 3 or smaller and could let them play with the Puzzlet.

