All about Coding

Grade: Second Grade

Curriculum: Coding

Tools:

- Puzzlet: Cork the Volcano

- Fisher Price: Think and Code-a-pillar

Lesson Synopsis: Since technology is prevalent in our world today, coding is a very important thing for students to learn and understand. There are several tools and forms of technology to help this process. Students will be broken up into three groups (one for Puzzlet, one for Think and Code-a-pillar, and one for reflection). Each group will visit each station set up around the classroom. Students at the Puzzlet: Cork the Volcano station will take turns playing the levels. Each student will have the opportunity to play. At the Think and Code-a-pillar station, students will each select a piece to add to the code-a-pillar. The students will rearrange and watch the code-a-pillar move around through the different codes. The third group is for reflection. After students have visited and used both tools, they will reflect on how the tools work. There will be questions for the students to answer based on the two tools. For example, what happened if you missed a step on Cork the Volcano? Was it easy to tell what steps were necessary to beat that level? Students will spend time reflecting before coming back together as a class.