

Coding Stations Mini Lessons 2

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1. Grade level/Audience: 3rd Grade
2. Curriculum topic: Sequence Writing
3. Tools: The book "How to Code a Sandcastle" and Osmos "Coding Awbie"
4. Environment: Children will travel around the room individually to each station within the classroom.
5. Synopsis: The lesson will focus on teaching the students problem solving skills and sequencing. The class will travel around the classroom to different stations that the teacher has set up for them to complete and check off their check list before class is over. They will carry timers with them because each station they would be allowed 10 minutes before they have to move on to the next station. One station will have the book "How to Code a Sandcastle" that I would've owned, read and recorded, for classroom purposes only, for them to listen to and work on a planner worksheet where the students have to put order of event in the correct order. The second station is where the students will play the coding game with Awbie and try to see if they can coordinate the character with the movement commands to the ending without running into obstacles. The third station, the students will write in their journal of a reflection of what they have learned and their thought and opinions of each station. With the first two stations, order doesn't matter, but the students must complete both before they can write in their journal. The teacher will pull students during this time for one-on-one work where needed.