Mini Lesson 5: Cue and Code-a-pillar

1) **Grade Level:** 3rd

2) **Curriculum Topic:**

   AR.Math.Content.3.OA.D.9

   Identify arithmetic patterns, and explain them using properties of

   operations

3) **Tools:**

   The tools that I will incorporate into this mini lesson are Cue and Code-

   a-pillar

4) **Synopsis:**

   This lesson will use the cue and code-a-pillar robots to demonstrate

   coding and using operations. As a class, we will go over how we code.

   They will have learned this before in a previous lesson over code karts,

   but this will just be a review over the topic. We will then bring in the

   robots, and I will pull up the game on the computer screen. They will tell

   me which directions to use for the Cue, and we will experiment with it.

   Students can come up one by one to try it themselves. For the code-a-

   pillar, we can't use an app or a game to project on the screen, so we I

will demonstrate it to the class, and they can partner up into groups of 2 or 3 to do themselves. Everyone can take turns.