Coding Cue

Grade Level = 4

Coding Cue = Mathematics and Technology (coding)

To get their math process moving in the right direction we will begin the class by having the students take 15 minutes to play the Sushi Monster App on their iPads. This app gives students a series of additional/subtraction or multiplication problems for students to solve. Numbers appear on sushi plates for the sushi monster to eat. Now that students minds on in the right frame of mathematical minds, on the board will be listed a set of 2 digit by 2 digit multiplication problems. Students will solve the problems on a piece of paper. Once finished we will review the process together on the problems listed on the board. Students that feel comfortable can come to the board and show us the step by step process. In small groups students will program Cue to go through the multiplication steps to solve the problem. Voice recording can be used to explain each step. Each group will present one of the multiplication problems to the class using Cue. Students will be able to remember the process of multiplying 2 digit numbers by 2 digit numbers.

Multiply the ones place by the ones place

Multiply the ones place by the tens place

Drop down a line and place 0 to hold the spot

Multiply the tens place by the ones place

Multiply the tens place times the tens place

Add the 2 numbers under the total bar to get the sum

Tools

Sushi Monster App is a fun colorful environment for students to practice math skills.

Cue Robot takes students on the journey of coding and self-guided missions.