

Lesson Plan

- Lesson 1: Learning Sequence
- Lesson 2: Learning Branch, Jump (), goto ()
- Lesson 3: Making decisions, Conditional – if ()
then else ()
- Lesson 4: Fixing Errors, Bug and Debugging
- Lesson 5: Looping with repeat, bounded loops
- Lesson 6: Understanding Functions

Bonus lessons

- Lesson A: Introducing operations, greater, less than. Boolean - TRUE, FALSE
- Lesson B: Introducing Variable, string and numeric
- Lesson C: Nested repeat – Loop in Loop

Lesson A: Introducing Operations and Booleans

Lesson Overview

Student will build a basic foundation of operations and boolean logic including true (yes) and false (no), which will lay their foundation for many other programming concepts.

Lesson Objective

Student will

- Compare numbers and understand which one is more and which one is less
- Understand what is boolean logic, and how does it work - TRUE and FALSE

Materials needed

- Dice, Fence and Bunny Token, Paper Sheet, Pencil

Getting Started

- Take out the dice, fence tokens, and bunny tokens
- Distribute one bunny to each student and give 1 fence to first student, 2 to second, 3 to third and 4 to fourth. All clockwise.
- Give each student an algorithm sheet and a pencil

Activity

- Roll the dice, write the number. For every 2 numbers circle the greater and cross the less.
- Roll the dice. Write the number (dice number greater than, less than, equal to)

Read aloud

A. Operations

In this section kids learn Boolean and Operations.



Comparison Operations

1. ">" means Greater than
2. "<" means Less than
3. "=" means Equal to

Booleans

1. TRUE
2. FALSE

Read aloud

Roll the dice; Note the dice score; Circle TRUE or FALSE

Hopsy = _____ Flopsy = _____ Bingo = _____ Disco = _____

- 1) Hopsy > Flopsy TRUE FALSE
- 2) Flopsy < Bingo TRUE FALSE
- 3) Disco > Flopsy TRUE FALSE
- 4) Bingo > Disco TRUE FALSE
- 5) Hopsy < Disco TRUE FALSE
- 6) Bingo > Hopsy TRUE FALSE

Practice Exercise

Fill : (Use = , > , <)

- 1) Disco _____ Flopsy
- 2) Hopsy _____ Flopsy
- 3) Bingo _____ Hopsy
- 4) Flopsy _____ Bingo
- 5) Bingo _____ Disco
- 6) Bingo _____ Hopsy

Practice Exercise

Create your own TRUE statement

(e.g. if Hopsy = 3, Flopsy = 2 : Hopsy > Flopsy)

- 1)
- 2)
- 3)
- 4)



Practice Exercise