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 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 <u>TRUE</u> and <u>FALSE</u>

Materials needed

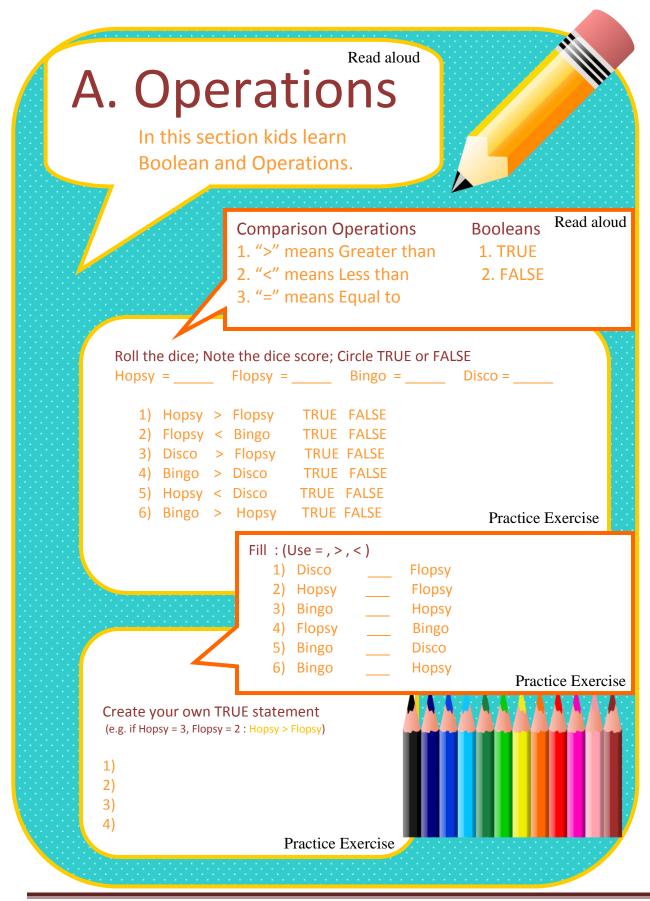
• Dice, Fence and Bunny Token, Paper Sheet, Pencil

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)



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