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: Nested repeat - Loopy Loop

Lesson 7: 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 B: Introducing Variable, string and numeric

Lesson Overview

Student will become familiar with variables, string and numeric in coding. Variables are like a container that store information, String holds chain of characters, numeric we introduce to integers and floating.

Lesson Objective

Student will

- Assign the 'Bunny' variable different names.
- Understand how the strings in coding work.
- Get introduced to different numeric types such as integers and floating point numbers.

Materials needed

• Dice, Bunny token, piece of paper, pencil

Getting Started

- Take out the dice and the Bunny tokens
- Distribute one bunny to each student

Activity

 Roll the dice, write the number. Complete the worksheet using the value of the variables like "Your_name", "Bunny_name", "Dice roll".

B. Variable In this section kids learn about variables and string Read aloud Read aloud Variable Value "<your name>" Your_Name "Hopsy", "Flopsy".... **Bunny Name** Dice Roll 0,1,2,3 Number of Code Cards 0,1....39,40 Practice Exercise What's your Name? 1) Your_Name = _ What's your Bunnyz name? 2) Bunny_Name = ____ What's your Dice Roll? 3) Dice Roll Practice Exercise Use of Variable/String Hello World _____ !! {"Your_Name"} You got ____ !! That's a nice bunny! { "Bunny_Name"} Your Dice score is __ { "Dice Roll"} Practice Exercise Variables are like containers that take different values. Think about 3 examples of variables (e.g days_of_week, month_of_year,) 1) 2) 3) Practice Exercise