Lesson 13: End of Course Project

50 minutes

Overview

In this **project** lesson, students apply what they have learned about sequencing and loops with the Artist.

Purpose

This lesson gives students one last opportunity to creatively use their new computer science skills.

Standards

Full Course Alignment

CSTA K-12 Computer Science Standards (2017)

- ▶ **AP** - Algorithms & Programming

Agenda

Warm Up (10 minutes)
- **Review**
- **Vocabulary**

Main Activity (30 minutes)
- **Telling a story with the Artist**
- **Planning**
- **Project**

Wrap Up (10 minutes)
- **Showcase**

Objectives

Students will be able to:

- Apply computer science concepts in an open-ended project.
- Overcome obstacles such as time constraints or bugs.

Preparation

- Write and code your own story for the Artist in advance to inspire students!

Links

Heads Up! Please make a copy of any documents you plan to share with students.

For the teachers

- **Artist Project Planning Guide** - Answer Key ▾ Make a Copy
- **CSF Course A Lesson Slides** - Slides (**Download**) ▾ Make a Copy

For the students

- **Artist Project Planning Guide** - Handout ▾ Make a Copy

Vocabulary

- **Loop** - The action of doing something over and over again.

Teaching Guide

Warm Up (10 minutes)

Review

Display: Show "Review" slide

Do this:

- Get students excited and ready for today's activity. Begin by asking students to remember what they have already done in the earlier lesson using the Artist tools.
- Review the vocabulary word **loop**.
- If you created your own project example, share it now.

Vocabulary

Display: Show "Vocabulary" slide

Say:

- **Loop** - The action of doing something over and over again.

Main Activity (30 minutes)

Telling a story with the Artist

Do This: Pull up level for this lesson on the projector.

Remarks

> *Today, we will celebrate how much you have all learned by creating our own projects to tell a story with the Artist. The Artist will be taking a trip to three places today: a garden, a zoo, and outer space!*
>
> *Your job is to create a path for him and tell a story about what he did and saw.*
>
> *Will he walk through the flowers?*
>
> *Will he build a house for the animals?*
>
> *What else might he see or do?*

Planning

Display: Show "Planning" slide

Do this: Distribute the **planning guide** handout and review it with students. Students will pick *at least one* place for the artist. They should then draw the path that the artist will follow. (It's like a dot-to-dot puzzle, but without the numbers!) Next to the image, students should write their stories.

Teaching Tip

Stories can be a sentence or two, whatever feels appropriate for your class.

Project

Display: Show "Telling a Story with the Artist" slide

Remarks

> When you get the activity on your computer, click on any of the choices to start. Start with your plan, but you can have the artist draw whatever you like! At the end of class, we will share our projects with the class.

1 **Project**

As students work, support them by answering questions and giving ideas. Encourage them to share ideas to make the activity more collaborative.

Teaching Tip

All of the choices in this lesson are considered "Free Play," which means there is no single right answer. If a student presses Finish, they will return to the list of choices. You can have students complete just one choice or as many as they are interested in completing as time allows.

Wrap Up (10 minutes)

Showcase

Display: Show "Showcase" slide

To celebrate students' work, spend the last 10 minutes or so, allowing them to showcase their projects. This can be done in many ways, but here are a few:

- **Public Demo**: Select a few exemplary volunteers to briefly demo their projects and tell their story in front of the class. As they do so, have them touch on what the planning-to-coding experience was like for them.
- **Pair Storytelling**: If you have a big class or are shorter on time, have students or groups pair up and demo their projects that way.
- **Gallery Walk**: Ensure all students have their projects ready for testing. Have students move "musical chairs"-style to another computer and run the project there and read the story. When they receive a signal from you, they should move to another computer. Repeat this every few minutes. While there is less opportunity for structured communication here, this ensures students get to demo as many of their peers' projects as possible.

This work is available under a **Creative Commons License (CC BY-NC-SA 4.0)**.
If you are interested in licensing Code.org materials for commercial purposes **contact us**.