Sequencing with Story Elements and the Ozobot

Hadley Walter - 3rd
Kendall Walter - 3rd
Chase Thompson - 3rd
Conyr Townsend - 4th

Sophia Robinson - 4th
Sadie Powell - 4th
Lorenzo Proano - 4th
Mrs. Malcolm
Mr. Lynch

PA Model Curriculum and CSTA Standards

PA Model Curriculum - Restate part of the text read aloud or presented orally or in other media formats.

CSTA Standards -

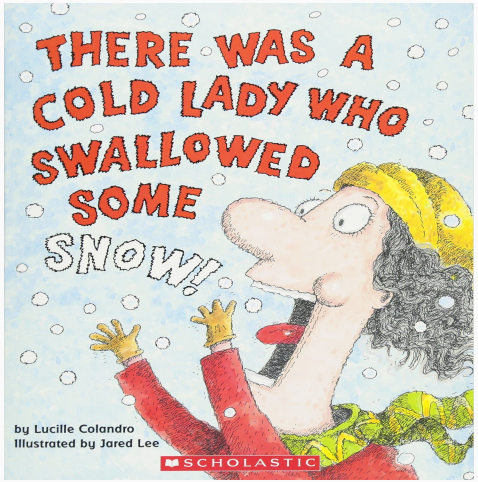
1B-AP-10 - Create programs that include sequences, events, loops, and conditionals.

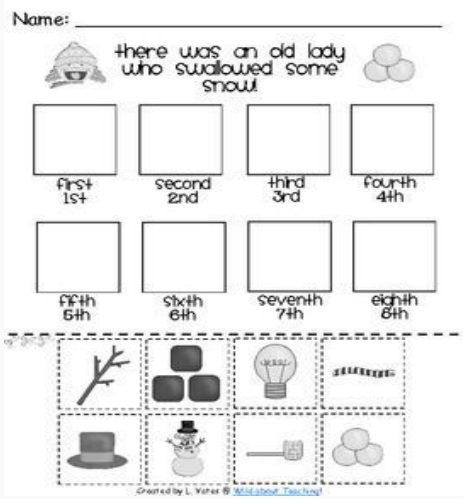
1B-AP-15 - Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.

1B-AP-08 - Compare and refine multiple algorithms for the same task and determine which is the most appropriate.

Kendall Walter - Ozobot Introduction

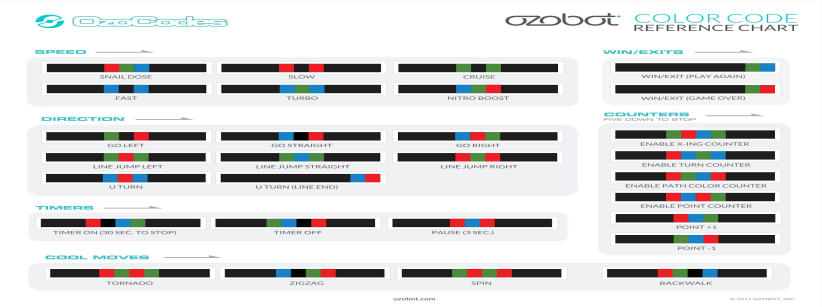
- We listened to the story “ There Was a Cold Lady Who Swallowed Some Snow”.
- We used a story sequencing map to put the story in the correct order.

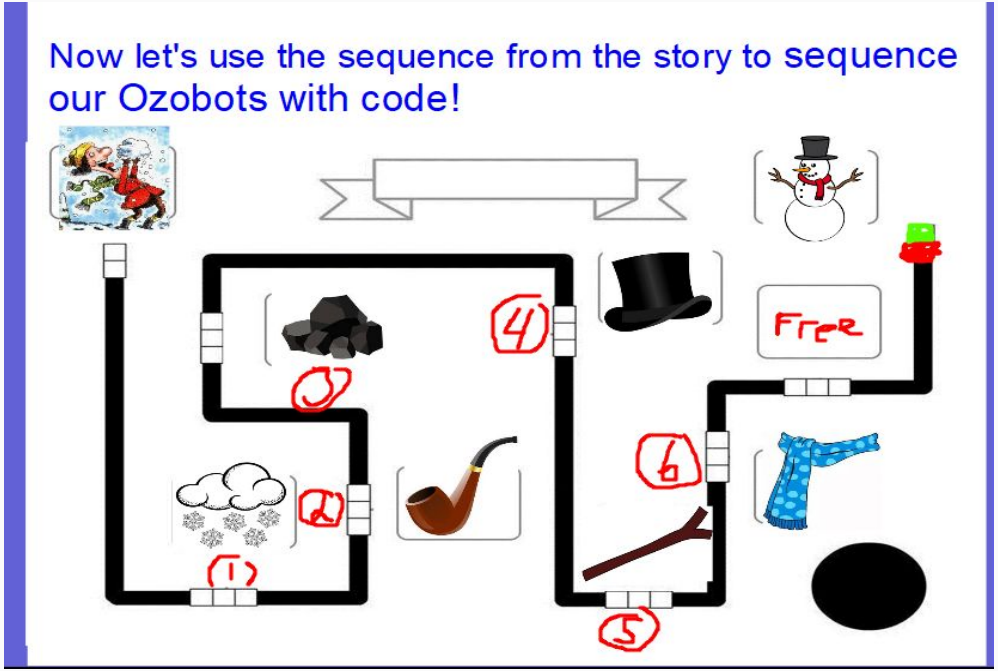




Hadley Walter - Story Event Sequence

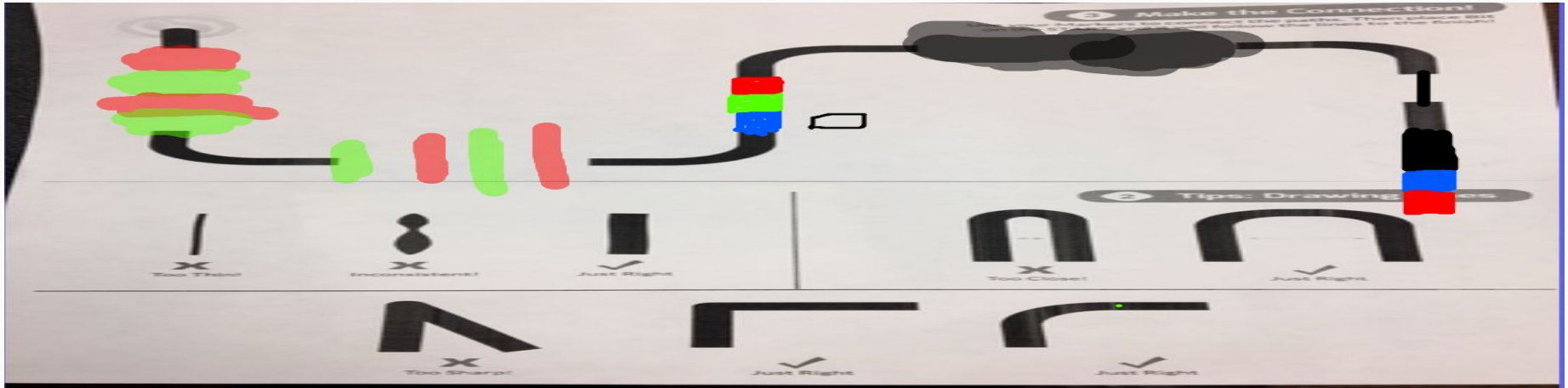
Next, we transferred the story event pictures to the Ozobot Coding Map. We talked about different code sequences we could use with our Ozobot.





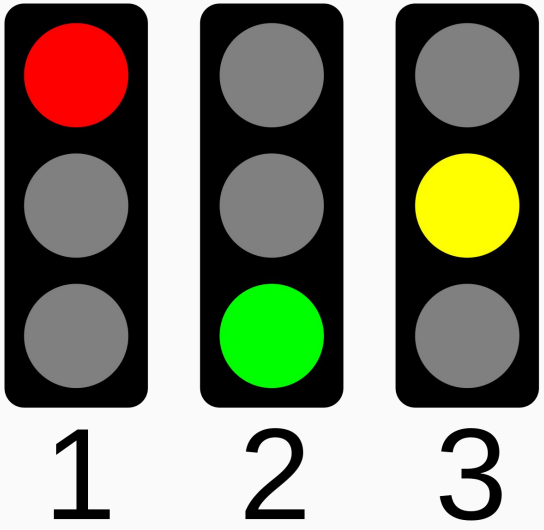
Conyr Townsend - Coding with the Ozobot

We had to be careful when coloring in our Ozobot code sequence patterns! We couldn't color the code sequences messy or put the colors in the wrong order. We also used U-turns as Loops so that the Ozobots would keep repeating the code sequences.



Lorenzo Proano - Loops in the Real World

Loops repeat a portion of code a set number of times until a process is complete. Tasks that repeat themselves are common in programming and **loops** are essential to save time and cut down on errors.



Sophia Robinson - Making Our Own Ozobot Map

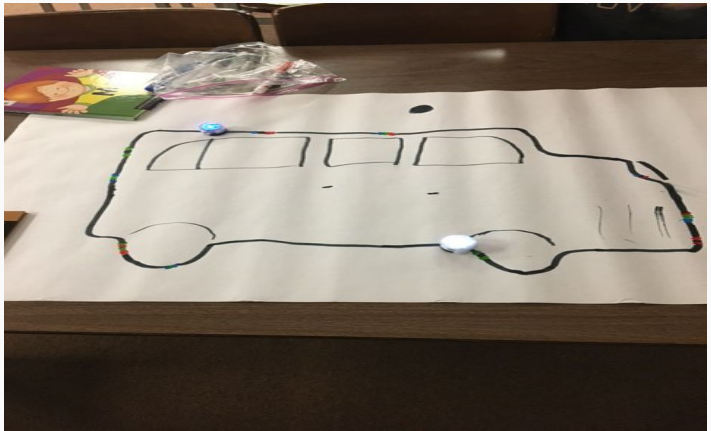
We built upon the first lesson with Ozobots and story sequencing by creating our own code sequence map! We watched the CGI short film “The Box” and worked with a partner to sequence the events of the story on chart paper. Then, we programmed our Ozobot to move through the story in the correct sequence.

Sadie Powell - Collaborate and Evaluate

Working together with our classmates was very important. We had to share resources, agree on the story and code sequences, plan out our Ozobot maps, and test other peers code maps to compare and evaluate.

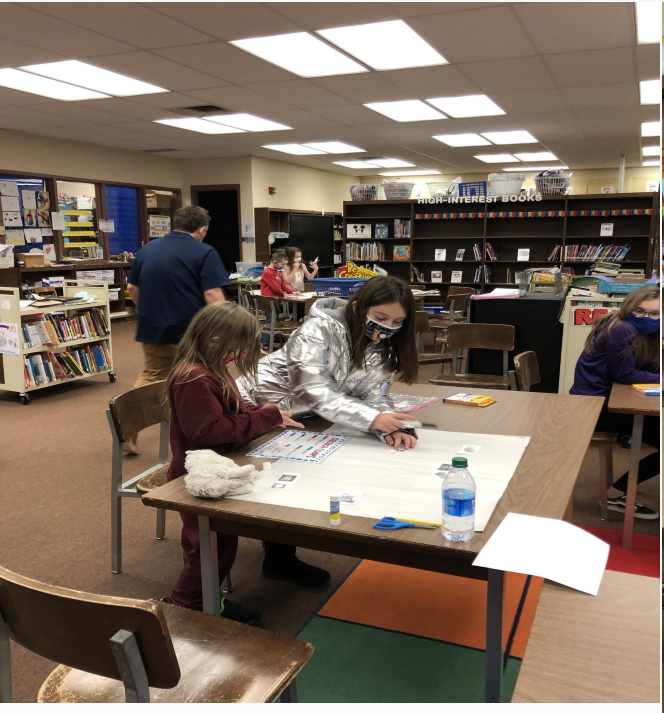
Chase Thompson - Coding is FUN!

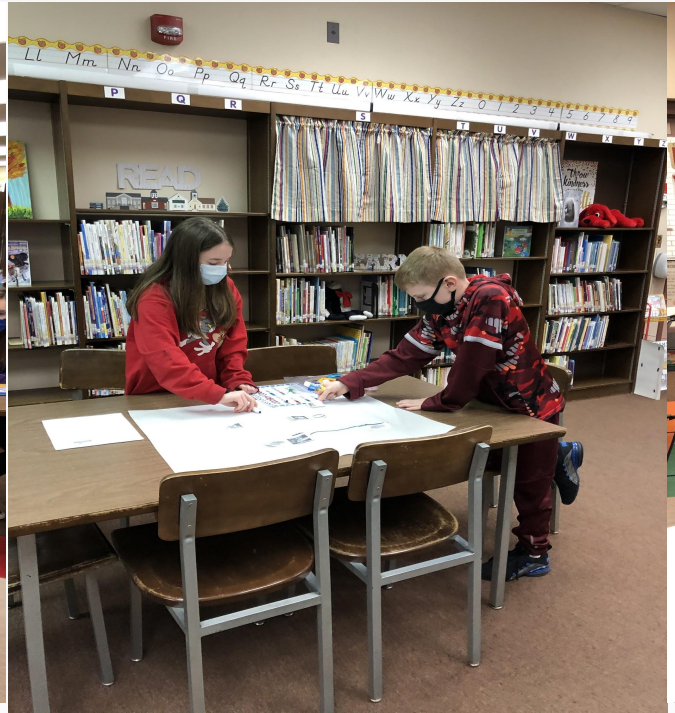
This was a very fun lesson that showed us the connections and similarities between sequencing story events and sequencing computer code. Each algorithm and/or story event has to be sequenced correctly for the reader or the computer to understand what to do.

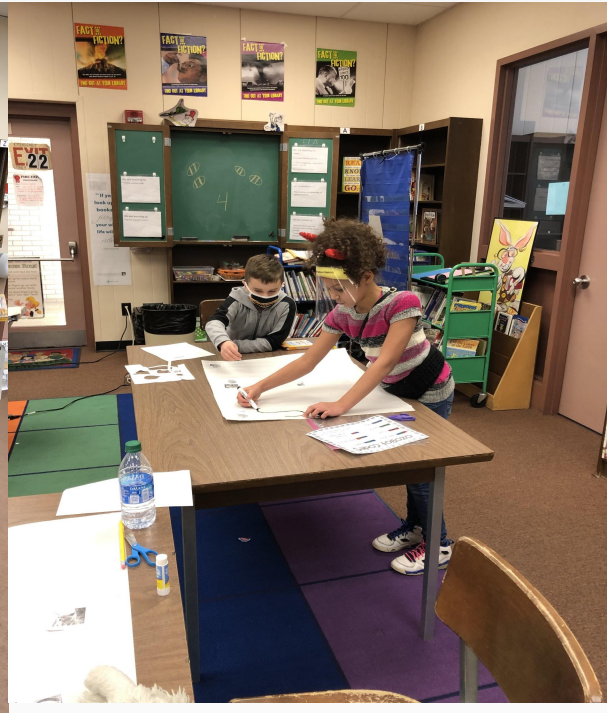


The Students in Action!

Photographs







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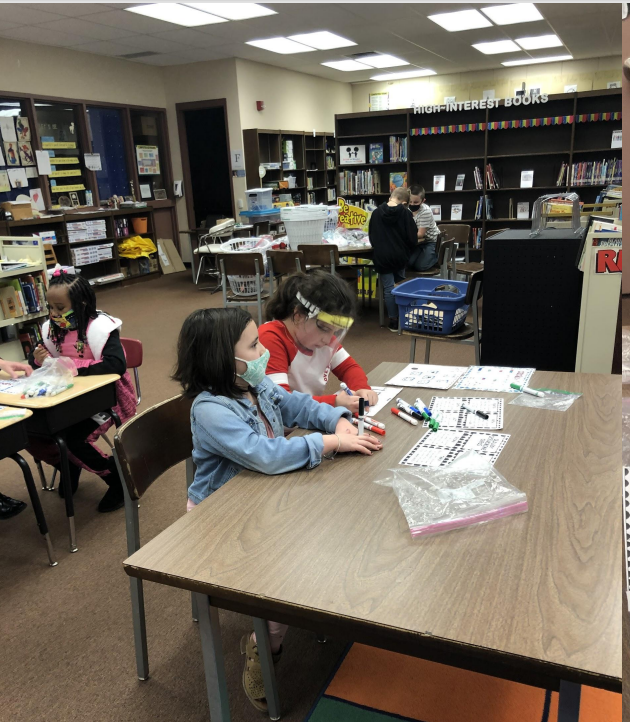

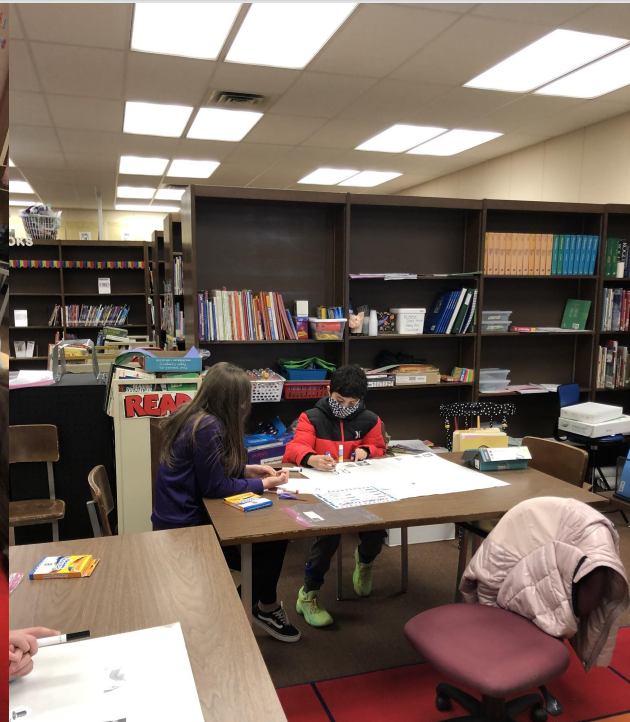

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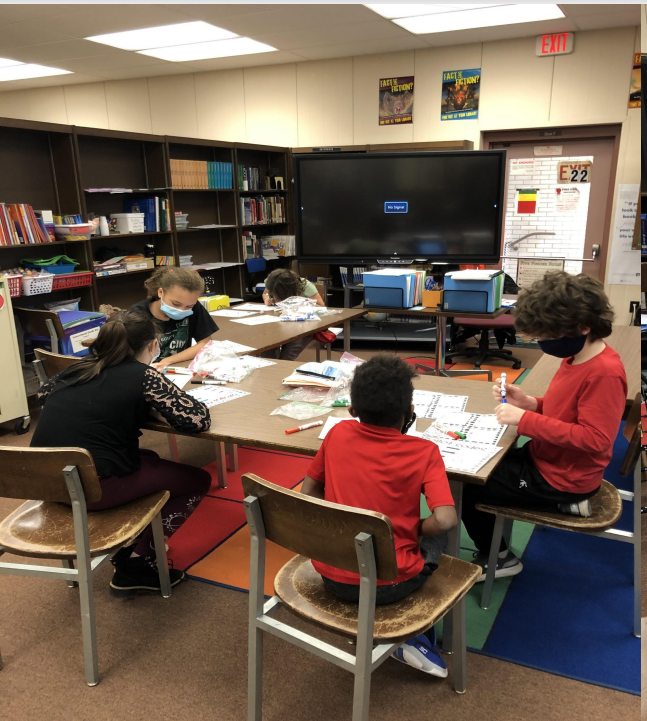

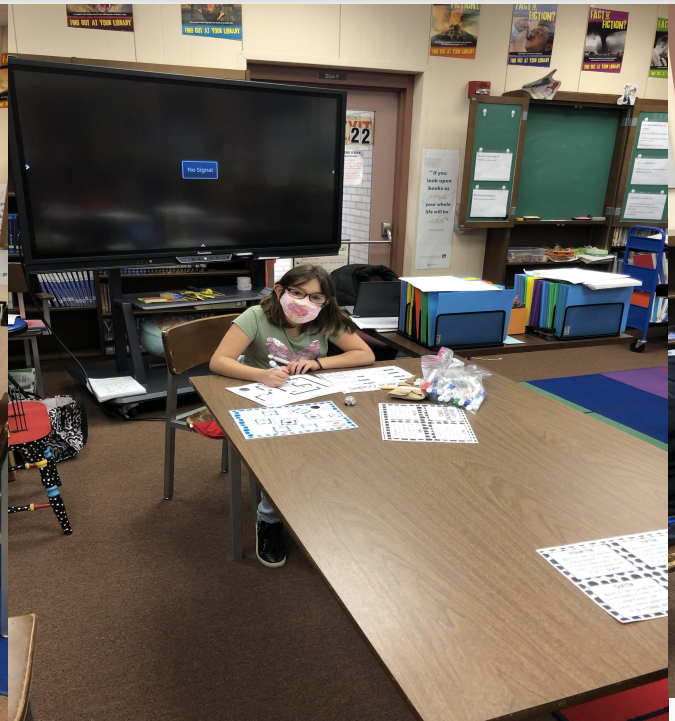

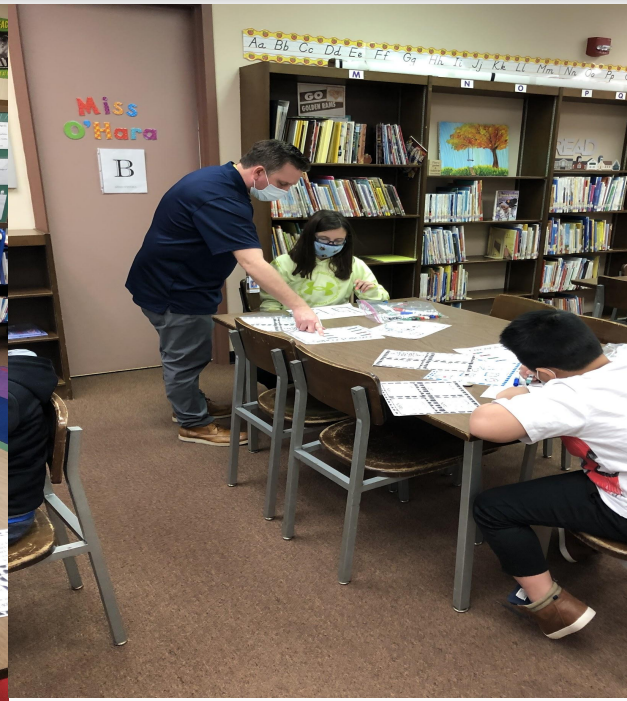

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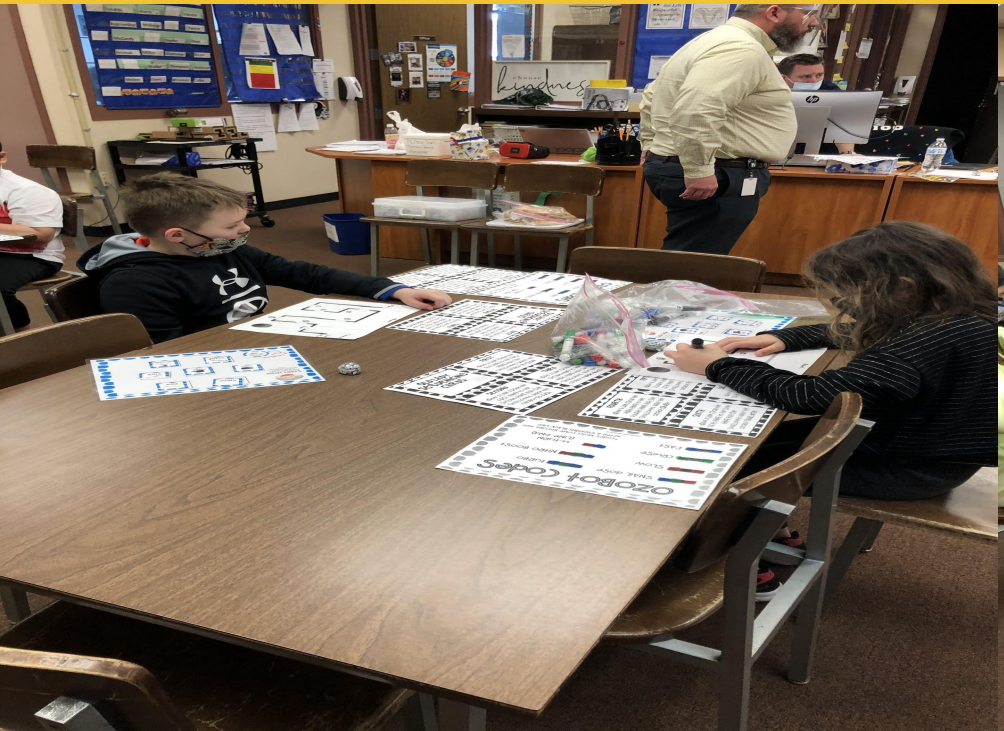

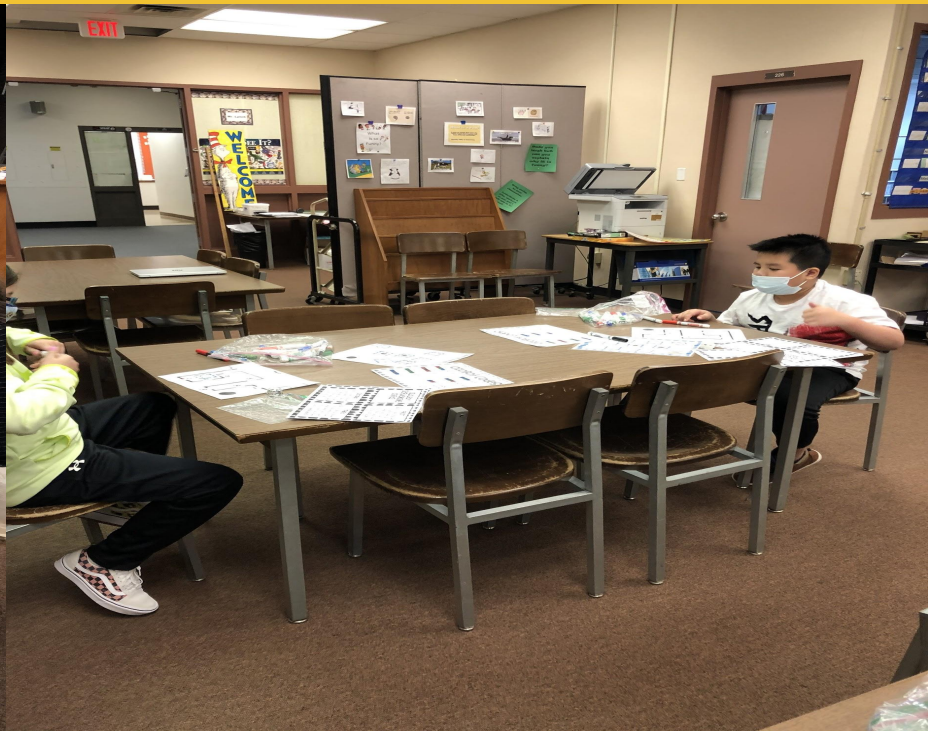

Thank You for Learning with Us!!