

Lesson 3.1: Introduction to Block Programming

Objectives

In this lesson, students will:

- ❖ Use their computing device to snap blocks together
- ❖ Identify the traits of animals
- ❖ Test and refine their answers

Agenda

- | | |
|---------------------|---------|
| 1. Prerequisites | 5 mins |
| 2. Demonstration | 10 mins |
| 3. Student Activity | 15 mins |

Preparation

- ❑ Students need a computing device with an internet connection

Resources & Links

- ❑ Blockly Games: <https://blockly.games/>

Credits: Code with Google - [Blockly Games](https://blockly.games/)

1. Prerequisites

For this lesson, students shall be able to:

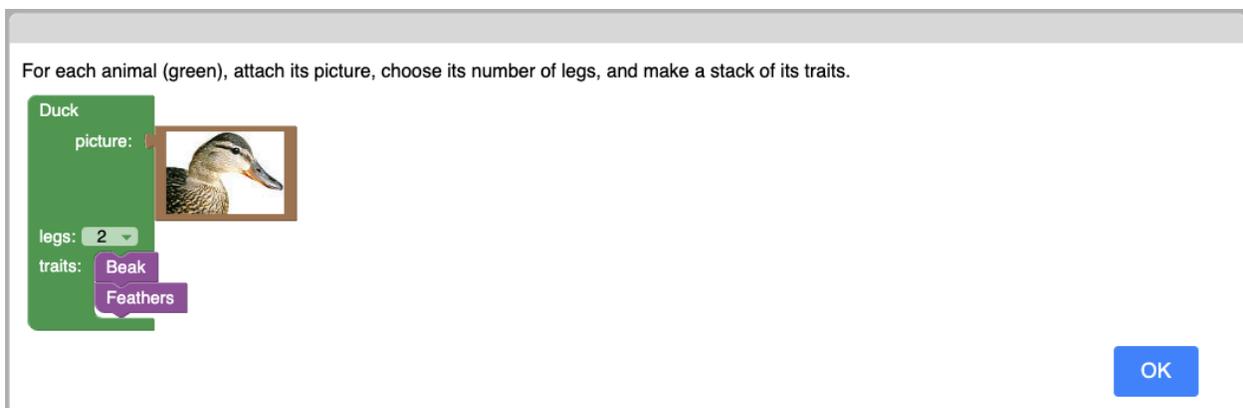
- Recognize that animals can be differentiated by the number of legs they have
- Recognize that animals have the following traits:
 - Feathers vs Shell vs Fur
 - Beaks
 - Stinger
 - Slime

2. Demonstration

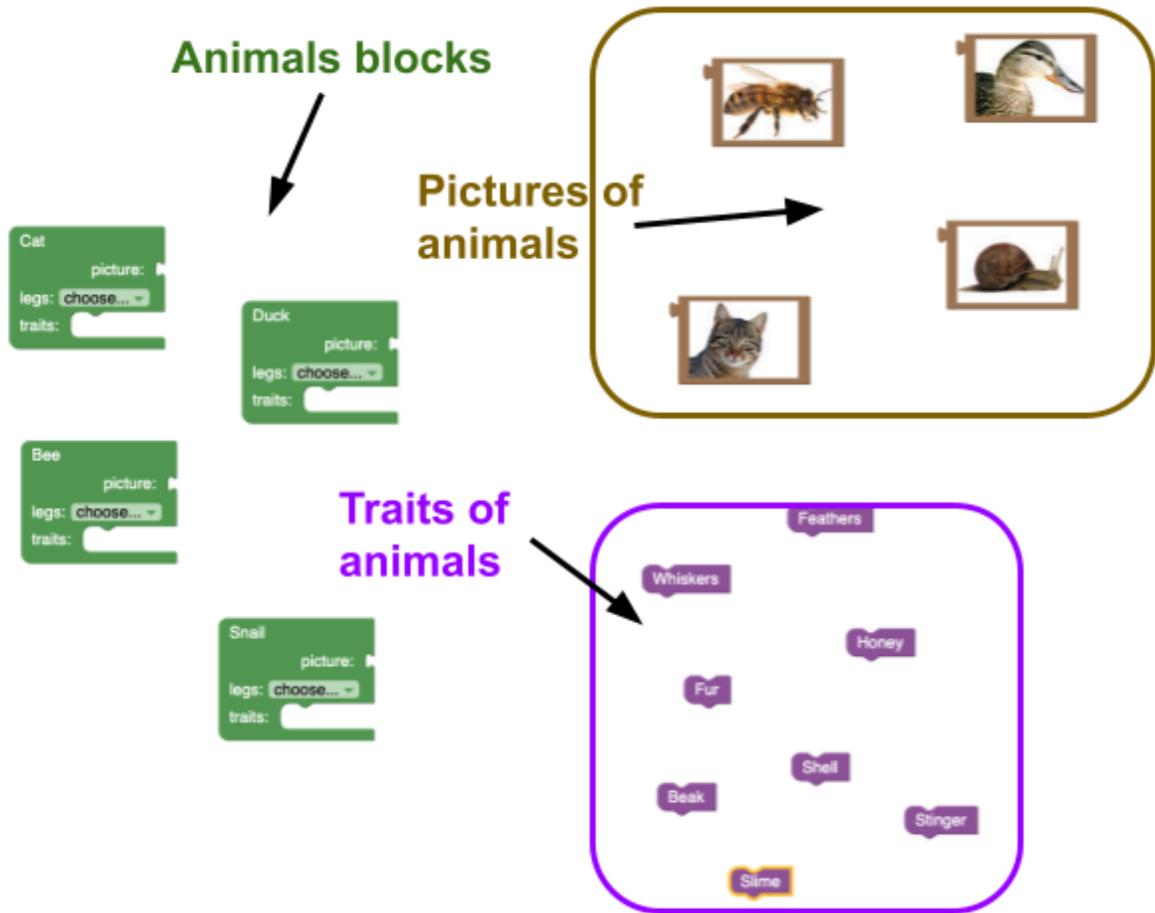


Share your screen with students and go to: <https://blockly.games/>

Explain to students that they will need to find for each animal their pictures, choose the number of legs, and make a stack of its traits.



Once you click OK, you will see a screen with several types of blocks. Explain to students each type: The animal blocks in green is where we will need to drag and snap the correct picture, select the number of legs using a drop-down box (“Choose”), drag and snap the traits. The pictures are in brown and the traits are in purple. Demonstrate how to complete the block for the duck.



3. Student Activity

Students go to blockly.games on their tablet, Chromebooks, or computers.

They click on **Puzzles**

They work on the activity to complete the 4 animals. When they think they are done, they can select "Check Answers"

Here is a screenshot of the puzzle completed:

Duck

picture: 

legs:

traits: **Feathers**
Beak

Snail

picture: 

legs:

traits: **Slime**
Shell

Cat

picture: 

legs:

traits: **Whiskers**
Fur

Bee

picture: 

legs:

traits: **Stinger**
Honey

4. Wrap up and Reflections

 **Reflection Points:**

- Which animal has whiskers?
- Why did the bee have “Honey” as a trait?
- Where you able to select the number of legs easily using the dropdown?
- What was most fun about this activity?
- What was your method? Work on one animal at a time until you had the picture, legs, and traits all completed or work into sections by attributing the pictures to all animal blocks, then work on the legs, etc...?

