

code jumper

Primary Assessment
(Lessons 1-8)

Code Jumper Curriculum: Lessons



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American Printing House for the Blind

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OVERVIEW

In this activity, students will brainstorm and develop their idea for a computer system they want to create using their prior learning of the programming components.

PROJECT PLANNING:

INSTRUCTION

1. Instruct students to locate their Project Planning page in their science journal:
 - a. Brainstorm ideas for a computer system where students include their learning from previous lessons
 - b. Explain the purpose of their original program where all components of prior learning will be evident
2. Discuss with students that they will use Code Jumper to develop their program based on their project plan found in their science journal.
3. Explain to students that all components in the assessment checklist need to be included in their program

PROGRAM CREATION:

INSTRUCTION

1. Explain to students that they will begin using Code Jumper to develop their original program.
2. Instruct students to utilize their assessment checklist as a guide to help them confirm they have included each component
3. As students include each component, they will need to describe how it is used in their original program.

REVIEW AND DEBUGGING:

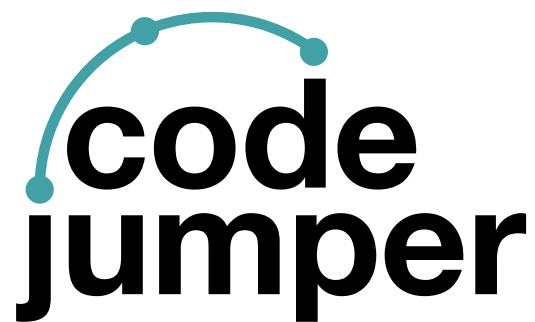
INSTRUCTION

1. Review with students the concept of debugging and the process they will go through to identify “bugs” in their original programs
2. Instruct students to take time to review their original program and determine if there are “bugs” that need to be solved.
3. Explain to students that they will continue to review their original program until they feel they are ready to present their program to the teacher.
4. Prior to their project presentation, students will need to review their own original program using the project assessment rubric.

PROJECT PRESENTATION:

DEMONSTRATION OF LEARNING

1. When students have created their original program and gone through the process of reviewing and debugging, they are ready to show their program to the teacher.
2. Students will provide their teacher with the project assessment rubric to use while evaluating their original program using Code Jumper.
3. As students finish their project presentation, they will turn in their computer science journal to their teacher.



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