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1/24/18

Hand in Tinkercad permission slip

P6A Less than half

P7A Less than half

D.N.- Notes

AIM- What are the basic components of a computer?

Input, Output, Processor, Memory



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1/29/18



D.N.- log into laptop & chrome close laptop

AIM- How can you tell a machine what to do?



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1/30/18

D.N.- log into laptop open chrome, &
classroom close laptop

AIM- How can you tell a machine what to
do?

An algorithm is a well-defined procedure that allows a
computer to solve a problem. Another way to describe an
algorithm is a sequence of unambiguous instructions.

Log into KidOYO

Try CSD If not Then

Try MS

HHHCSD.OYOCLASS. Com
HHHMS.OYOCLASS. Com

The answer should be in your notes

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2/1/18

D.N.- log into laptop, open chrome & classroom, then close laptop

AIM- What is Scratch? What is Hatch? How do you submit your work?

**These are the questions you need to answer
in Google Classroom**

Log into KidOYO **[HHMS.OYOCLASS. Com](http://HHMS.OYOCLASS.Com)**

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2/5/18

D.N.- log into laptop, open chrome, classroom,
& KidOYO, then close laptop

HHMS.OYOCLASS. Com

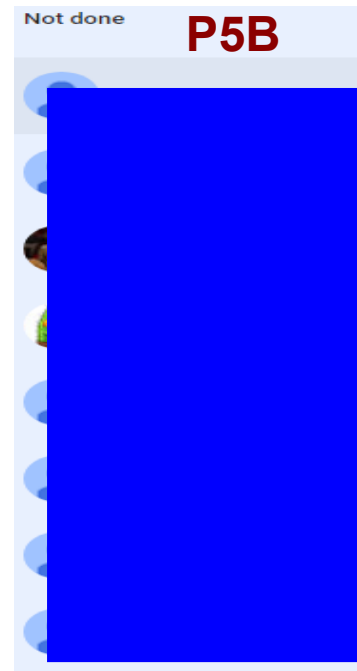
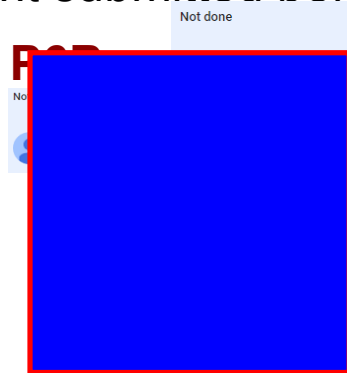
AIM-

What are Loops, Booleans and Conditional Statements?

How do you access Hatch?

Controlled Movement submitted before 2/6

**G.C. not done
with 1st set
of ?'s**



Week 1 Tasks-

Google Classroom Questions

Questions related to the lessons you are learning

KidOYO Work-

- Always in HHHMS domain
- Log in & retain your password
- Answer Google Questions if posted
- Change your profile picture
 - > appropriate and not you

Controlled Movements Badge **2/6**



7 Badges = 70 points

Behavior, Cleanliness, & Questions = 30 pts.

Extra Credit Badges 1pt per Badge*

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2/7/18

Google Classroom questions are due today

D.N.- log into laptop, open **chrome**, classroom, &

KidOYO, then close laptop **HHMS.OYOCLASS. Com**

AIM- Naming, Saving, and Submitting

Today's **to do's**

1. Finish & submit the Controlled movement challenge
2. Finish & submit Google Classroom questions #2
3. Fix Google Classroom ?'s #1 if needed (check classroom for details)
4. If you have a badge & completed the other steps help others to finish controlled movements.

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2/7/18

Google Classroom questions are due today

D.N.- log into laptop, open **chrome**, classroom, &

KidOYO, then close laptop **HHHMS.OYOCLASS. Com**

AIM- Naming, Saving, and Submitting

**G.C. not
done with
1st set
of ?'s**

Answers to GC ?'s 1:

1. Name your project (challenge you're working on)
2. save your project
3. Adjust view permissions Viewable to all but code hidden/Mentors only.
4. Click share button and copy the link
5. Click on the challenge tab in the menu bar at the top
6. Go to Tech 7 challenges
7. Find the challenge you are completing
8. Go to submission field at the bottom
9. Paste your project (link) in submission area
10. Click submit

Scratch- Created by MIT [Lifelong Kindergarten] so people can learn to code (block based coding)

Hatch- Used Scratch platform to create educational site that is protective of kids privacy.

1. Access Hatch

a) select project, set permissions & share

2. Challenges= Project submission to earn badges

3. paste link into challenge submission field. Then click on submit.

Badges take 12-24 hours to be created*

Badges may take longer depending on the volume of submissions and the availability of mentors. The quicker you submit a challenge the better guarantee you have of earning your badge on time. Factors will be weighed by the instructor.

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2/9/18

D.N.- login laptop, open **chrome**, classroom, & KidOYO, close laptop

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AIM- Writing a program

Today's to do's

1. Finish & submit the Controlled movement challenge
2. Finish & submit Google Classroom questions #2
3. Begin *Hatch! Draw a Square*
4. If you have a badge & completed the other steps help others to finish controlled movements.

P7B

**G.C. not
done with
2nd set
of ?'s**

P1B

P2B



click
Loop ∞
if then
C.S.
Boolean

```
when green flag clicked
  forever loop
    if key up arrow pressed? then
      change y by 10
    if key down arrow pressed? then
      change y by -10
    if key left arrow pressed? then
      change x by -10
    if key right arrow pressed? then
      change x by 10
```

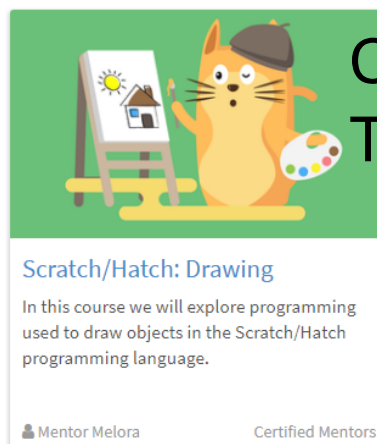
Programming is a set of steps, an algorithm, that tells a machine what to do. The program structures in Hatch are created using Boolean statements, Loops, and Conditional Statements. Using Loops and Conditional Statements you can create nests that contain Booleans, Loops, and Conditional Statements.

An example is the controlled movements program

```

when green flag clicked
  forever loop
    if key up arrow pressed? then
      change y by 10
    if key down arrow pressed? then
      change y by -10
    if key left arrow pressed? then
      change x by -10
    if key right arrow pressed? then
      change x by 10
  
```

The next program you will construct is the Hatch! Draw a Square



Courses Tech 7

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2/13/18

D.N.- login laptop, open & login to **chrome**, classroom, & KidOYO, close laptop

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AIM- How do you draw a square? What are the steps? How can you tell the machine to draw a square?

To do's

1. Finish & submit the Hatch! Draw a Square challenge
2. Earn 2 of 3 badges Draw Hexagon & Octagon, Draw a Map, &/or Make a Cloud Rain



Scratch: Draw a Square



Scratch: Draw a Hexagon and an



Hatch/Scratch - Clickable Map Badge

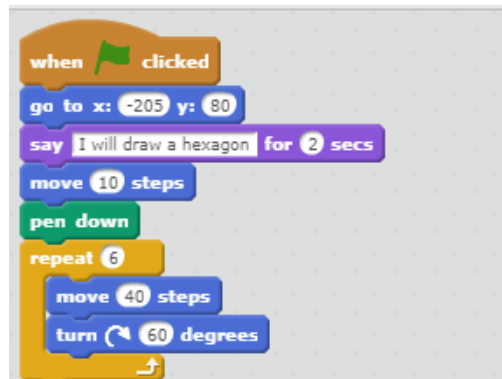


Hatch/Scratch - Make a Cloud Rain Badge

Do you have your Controlled movements Badge?

4 tabs- OYO COURSES, HATCH, CHALLENGES, & G.C.

Why is The Drawing Program is simpler than Controlled movements?



What makes the program more complex?

How can you personalize the program?

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2/14/18

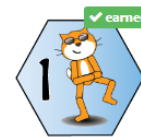
D.N.- login laptop, open & login to **chrome**, classroom, & KidOYO, close laptop

HHMS.OYOCLASS.COM

4 tabs- OYO COURSES, HATCH, CHALLENGES, & G.C.

AIM- Work on getting badges

To do's



1. Finish & submit the Hatch! Draw a Square challenge
2. Earn 2 of 3 badges Draw Hexagon & Octagon, Draw a Map, Make a Cloud Rain

Scratch: Draw a Square



Scratch: Draw a Hexagon and an



Hatch/Scratch - Clickable Map Badge



Hatch/Scratch - Make a Cloud Rain Badge

7 Badges = 70 points

Behavior, Cleanliness, & Questions = 30 pts.

Extra Credit Badges 1pt per Badge*

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2/26/18

D.N.- login laptop, open & login to **chrome**, classroom, & KidOYO, close laptop

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4 tabs- OYO COURSES, HATCH, CHALLENGES, & G.C.

AIM- Work on getting badges



Scratch: Draw a Square



Scratch: Draw a Hexagon and an



Hatch/Scratch - Clickable Map Badge



Hatch/Scratch - Make a Cloud Rain Badge

You should have 4 badges by 2/26

7 Badges = 70 points

Behavior, Cleanliness, & Questions = 30 pts.

Extra Credit Badges 1pt per Badge*

If you finish the 4 badges work on the mazes. [Apps > Maze]

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2/28/18

D.N.- login laptop, open & login to **chrome**, classroom, & KidOYO, **close laptop**

4 tabs- OYO COURSES, python, CHALLENGES, & G.C.

AIM- What is Python? Why is it popular?

If you like Python Programming visit Python.org

Today- Python lessons 1-3 and work on Python Print Challenge



[Getting Started with Python](#)



Python - Print Statements

You should have 2 Python badges and 2 maze badges by 3/12
2 Homeworks in Google Classroom

Extra Credit Badges 1pt per Badge*

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3/2/18

D.N.- login laptop, open & login to chrome, classroom, & KidOYO, **close laptop**

4 tabs- OYO COURSES, python, CHALLENGES, & G.C.

AIM- Python Lesson 4

Instructions need to be precise and in order



Print
Statements



Getting started
with Python

IF

Then

2 Python badges and 2 maze badges before 3/12

Homework 1 in Google Classroom due 3/6

Test March 13&14 Programming

Extra Credit Badges 1pt per Badge*

If you like Python Programming visit Python.org

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3/6/18

D.N.- login laptop, open & login to chrome, classroom, KidOYO & Earn Badges

4 tabs- OYO COURSES, python, CHALLENGES, & G.C.

AIM- Use your time efficiently

- You must have earned a Python Print Statement Badge
 - > [easy 2nd badge Python Draw Square](#)
- 2nd Python badge submitted by end of class
- Maze Badges being earned
 - > Apps - Maze Code - Level 12

2 Python badges and 2 maze badges before 3/12

Homework 1 in Google Classroom due 3/7

Test March 13&14 Programming

Extra Credit Badges 1pt per Badge*

If you like Python Programming visit Python.org

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3/8/18

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D.N.- login laptop, open & login to **chrome**, classroom, KidOYO & Earn Badges
4 tabs- OYO COURSES, python, CHALLENGES, & G.C.

AIM- Checking your badge count

- You should have 2 Python Badges (Print Statement)
 - > [easy 2nd badge Python Draw Square](#)
- 2 Maze Badges earned by end of class
 - > Apps - Maze Code - Level 12

2 Python badges and 2 maze badges before 3/12

Homework Python Lesson 4 in Google Classroom due 3/12

Test March 13&14 Programming

Late Hatch badges will be accepted until 3/13

Extra Credit Badges 1pt per Badge*

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3/12/18

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D.N.- login laptop, open & login to **chrome**, classroom, KidOYO & Earn Badges

4 tabs- OYO COURSES, python, CHALLENGES, & G.C.

AIM- End of Programming All work is due

- Do you have old Hatch! badges you want credit for?
- Did you earn the 2 python badges & 2 Maze Badges?
- Did you finish your Python lesson 4 homework?
- Did you create a reference sheet for Wednesday's test?
 - > Questions for reference sheet are in G.C. attached to the test announcement

2 Python badges and 2 maze badges before 3/12

Homework Python Lesson 4 in Google Classroom due 3/12

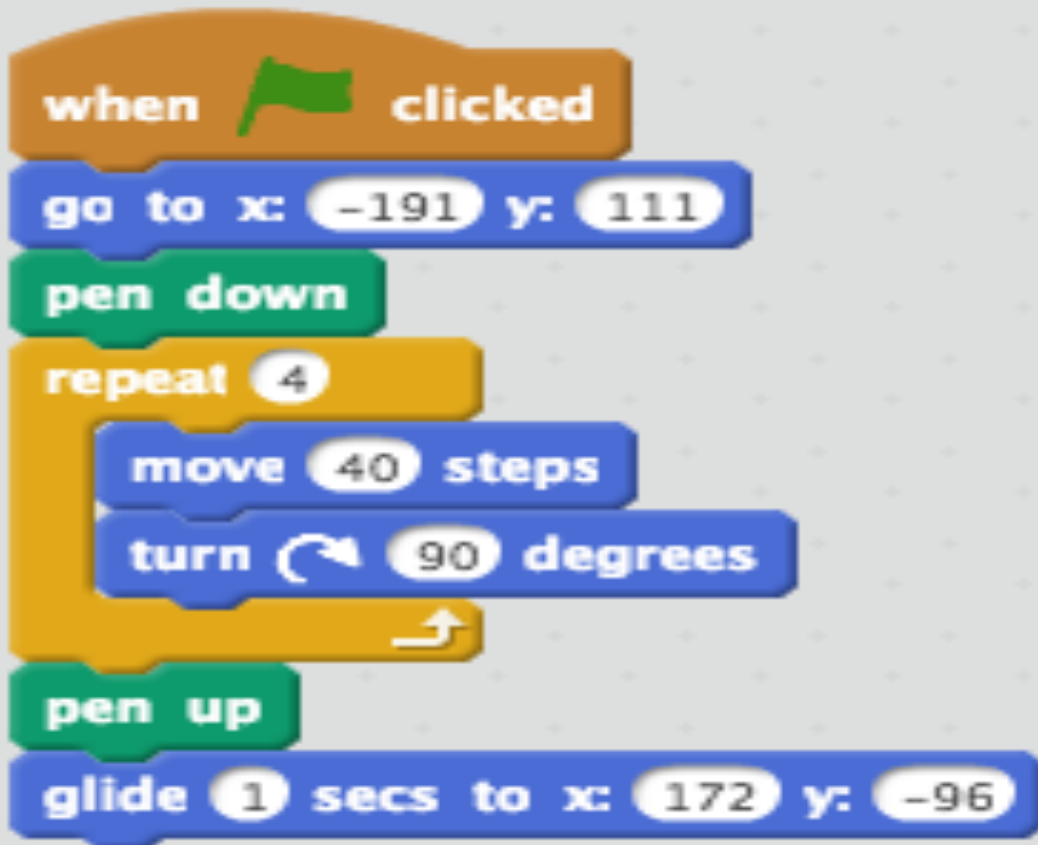
Test March 13&14 Programming

Late Hatch badges will be accepted until 3/13

Extra Credit Badges 1pt per Badge*

```
when green flag clicked
  forever loop
    if key up arrow pressed? then
      change y by 10
    if key down arrow pressed? then
      change y by -10
    if key left arrow pressed? then
      change x by -10
    if key right arrow pressed? then
      change x by 10
```

The image shows a Scratch script starting with a 'when green flag clicked' event block. This is followed by a 'forever' loop containing four conditional 'if' blocks. Each 'if' block checks for a specific arrow key being pressed: 'up arrow', 'down arrow', 'left arrow', and 'right arrow'. If a key is pressed, the corresponding 'change' block is executed: 'change y by 10' for the up arrow, 'change y by -10' for the down arrow, 'change x by -10' for the left arrow, and 'change x by 10' for the right arrow. The 'forever' loop block has a small arrow at the bottom indicating it repeats indefinitely.



```
when clicked
go to x: -191 y: 111
pen down
repeat 4
  move 40 steps
  turn 90 degrees
pen up
glide 1 secs to x: 172 y: -96
```

The image shows a sequence of Scratch code blocks. It starts with an orange 'when clicked' block. This is followed by a blue 'go to x: -191 y: 111' block. Then a green 'pen down' block. A yellow 'repeat 4' block contains two blue blocks: 'move 40 steps' and 'turn 90 degrees'. After the repeat loop, there is a green 'pen up' block, and finally a blue 'glide 1 secs to x: 172 y: -96' block.