

MAR
2021

CS4ALL @ PS133Q

The curious newsletter for tinkering minds!

Kindergarten

Unit 4: Introduction to Sequence & Algorithms

K computer scientists delved into sequencing and algorithms utilizing prior knowledge and developmentally appropriate frames of references such as sequencing a toothbrushing or hand washing algorithm.

Students will continue sequencing day to day algorithms using pseudocode. They will practice spotting bugs and develop a protocol for debugging and recognize when a wrong sequence will cause their algorithms to break!

Did You Know?

NYU Tandon School of Engineering has opened their **FREE Summer 2021 Cr(EST) Program!**

If your children are entering 5th, 6th, 7th or 8th grade you can apply **HERE!**

First Grade

Unit 3b: Introduction to Algorithms & Programming: *Application of Programming Concepts in Scratch Jr.*

In February, students learned how parameters for code blocks can affect outputs, chaining scenes together by triggering a conditional, and customizing their sprites and backdrops. Students will create digital stories that demand application of algorithmic understandings. They are creatively computing as they drawing on their ELA and Writing skills. In this iterative process, students are planning out their stories and the corresponding algorithms required to bring them to life.

Second Grade

Unit 3b: Introduction to Algorithms & Programming: *Application of Programming Concepts in Scratch*

Students are utilizing their fledgling Scratch skills in a creative computing project that expresses who they are with their names. They are completing "Animate a Name" through Google's CS First, students are asked to leverage all their knowledge to showcase their individuality, one letter at a time!

In our next Scratch project students will ideate a project that focuses on one of the United Nations' Sustainable Development Goals to bring awareness and create a call to action. This will be an introductory dive in to the impacts of computing on society.

Grades 3–5

Unit 3: Impacts of Computing (A Critical Lens on Equity)

Computer scientists in grades 3-5 continue their project based learning unit on accessibility. This focus on the impacts of computing asks students to apply a systems thinking lens and critically reimagine a more equitable and inclusive society through the use of computer science practices/concepts.

Project teams are currently examining sustainability and scalability for real world production and equitable access. Teams are researching sources to realistically build a prototype that accounts for enduser needs; engage in prototype analysis; and utilize feedback to iterate.

Teams are expected to monitor progress in their workflows independently through use of Project Management Logs and Weekly Project Reports.