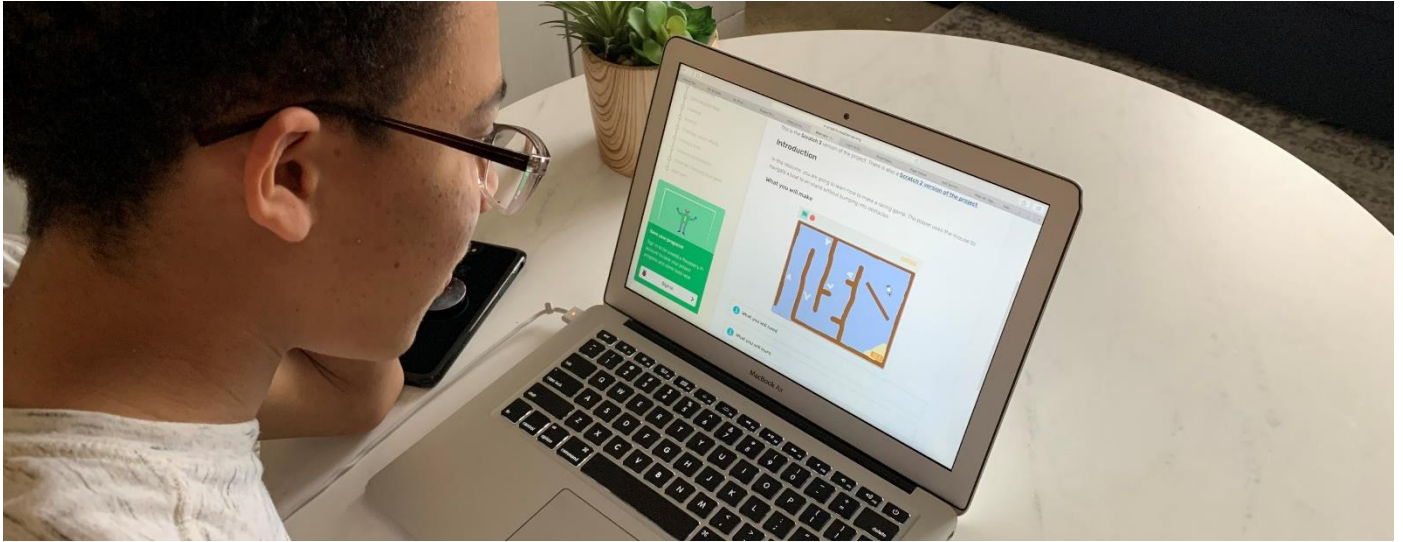




Boat Race Coding Lesson Plan Overview

– 8 to 12 years old



High Level Overview

Student preparation in advance of lesson:

- To prepare work station and materials, have students:
 - Set up working area – if able to set up two monitors that is ideal
 - If possible, print the lesson out in advance – lesson is [here](#)
 - If not possible to print the lesson in advance, review the lesson ahead of time
 - Ensure the computer you are using can run Scratch 3

Students will do the following:

- Get an introduction to the drag-and-drop programming language Scratch
- Learn basic concepts of coding
- Create a simple game

Overview

Ages: 8 to 12 years old – this is a high-level overview that will require adjusting to the unique needs of your students.

Session 1 – Boat Race	60 minutes
Welcome and introduction	5 min
High level overview of Scratch – including how the site is designed	10 min
Step-by-step instructions to create the boat race (most students will be toggling back and forth between the screen you are on and where they are building the game. Be very descriptive in your instructions, give plenty of time for them to catch up and work to ensure everyone is following along.)	40 min
Q & A	5 min

Additional information for this lesson can be found in the [STEM@CGI at Home Activity Pack](#).