



Virtual Lesson Plan – Create a Card (ages 5 to 10 years old)



Student Preparation – Lesson 1

- Student will need craft supplies to complete this lesson. Examples: construction paper, colorful paper, crayons, markers, magazines or pictures, glue, scissors, mailing supplies if card will be mailed.

Teacher Preparation – Lesson 1

- Facilitate discussion around how we can create cards as part of computer science education. The first lesson will teach creative basics and the second lesson will teach student how to recreate their designs using a computer.

Student Learning Objectives – Lesson

1 This lesson will do the following:

- Learn how creating on paper transitions to computer science.
- Learn creative elements.
- Learn how to brainstorm for creative ideas.
- Learn how to make a card.

More Info

Ages 5 to 10 years old – this overview will require adjusting to the unique needs of your students.

Session 1 – Create a Card

60 minutes

Welcome and introduction to the activity.	5 min
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Provide an overview of the activity using this video to guide the overview.	10 min
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Guided brainstorm for card ideas and begin creating.	5 min
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Students can work individually to create their designs using the craft supplies on hand.	30 min
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Q & A	5 min
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Students showcase their work.	5 min
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Student Preparation – Lesson 2

- Students should create SCRATCH accounts ahead of time in order to save their work.
- Students will need a computer with internet connection.
- We recommend instructors create their own version of the digital card ahead of the less to use as a guide and become familiar with the steps.

Student Learning Objectives – Lesson 2

- Learn the basics of code using SCRATCH to design a digital card. Step by step computer instructions can be found here.
- Be introduced to HTML and CSS.

Session 2 – Creating a Digital Card

60 minutes

Welcome and introduction to the activity	5 min
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Provide an overview of the activity using this video to guide the SCRATCH overview.	10 min
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Guided brainstorm for card ideas and begin creating.	5 min
Use this time to guide students through each step of the activity. (Adding color to their background, adding text, inserting pictures, animating features, personalizing, etc.)	30 min
Q & A	5 min
Students showcase their work	5 min

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