Creative Coding
Block- and text-based coding projects scaffolded and delivered at the topic level

General Strategies	Offline	Diverse Learners	ELL/Language Development
● Set a clear instructional goal or provide a starting essential question. ● Model coding a KWL using the Museum project: ○ Artifacts representing what I KNOW about the topic (K) on one shelf, artifacts representing what I WANT to know (W) on the next shelf, and artifacts representing what I LEARNED (L). Prompt students to determine which sprites to use and how to code them. ● Assign students to create their own ongoing museum artifacts of the topic they're learning about. ● Model how to "debug" a coding project. Then,	● Print **planning sheets** for each type of Creative Coding project (e.g., Museum, Story, etc.). ● For Story or Comic projects, students can act out their planned dialogue in pairs or groups.	● Preview the assigned coding project with students, and watch the project tutorial. ● Preview Sample Creative Coding projects. ● Discuss expectations for the project together. ● Use the "least to most prompting" strategy: Begin with the least amount of support the student requires and move towards more as needed. * *NOTE: It's okay for students to struggle as they work their way through Creative Coding projects. Intervening too quickly may limit their ability to think through the problem.	● Pre-teach the vocabulary featured in Creative Coding Key Vocabulary. ● For text-based projects, students code in their home language.

students code on their own and note a time they debugged and what they did. ● Students share their coding projects with small groups or the whole class. ● If students coded a game, they may challenge a classmate to play it.			