Code the classroom
Lesson plan

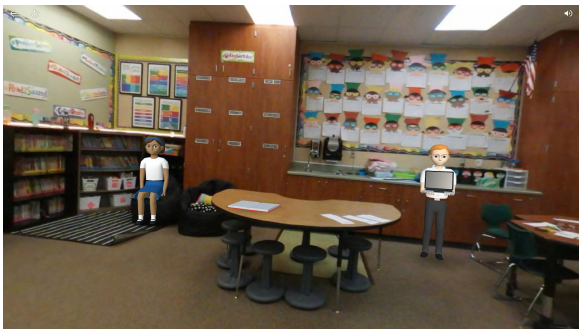
Created by Darren Alcala

Education level: From elementary

Subject: Adaptable to any

Format: Individual or in groups

Duration: Approx. 1 hour



Introduction and lesson objectives:

Learning routines, procedures and classroom rules are a big part of the beginning of the year, but it doesn't have to be a dry and disengaging experience!

In this lesson, students will use their creativity to build a CoSpace using a 360° image of their classroom that demonstrates the rules and procedures of their new classroom. Students are not just learning the rules and procedures through hearing and seeing them, but they are reinforced by creating with them.

Through inserting objects and coding with particular event CoBlocks, students demonstrate the rules and procedures, while also showing their application in the classroom space. Students have the freedom to create their CoSpace through various means, whether it is a character that explains a coded scene that is played out or objects that present a quiz to the player.

Learning goals and student benefits:

- Learn classroom procedures/rules
- Practice computational thinking
- Learn beginner coding skills
- Learn creating with a 360° image
- Foster creativity

Activity example:

1. The first step is to get a 360° image of the classroom. A 360° image can be created with a 360° camera or an app that constructs the image through multiple snapshots (which can be found on your smartphone's app store.) Create an assignment based on a CoSpace with this 360° image already loaded in it.
2. Next, explain the rules and procedures for the classroom to your students. Have them discuss what it looks like when someone is following the rule or procedure correctly. What does it look like when they're not?
3. After explaining to your students the different objects available in the Library and coding events that can be utilized in their CoSpace, students should brainstorm with a partner the various ways they can highlight a few of the rules or procedures.
4. Provide time for students to construct their CoSpace. During this creation period, students should periodically provide feedback to one another about the CoSpace and to test their coded events.
5. When their CoSpaces are completed, students can gallery walk to see other students. New students to the room can view these CoSpaces as a way to get acclimated to their new classroom.

There are many ways students can create their scene. Students will begin the year with varying levels of expertise in coding. This activity not only allows beginning coding students to create a simple scene, but also gives room for advanced coding students to demonstrate what they know.

Extension idea:

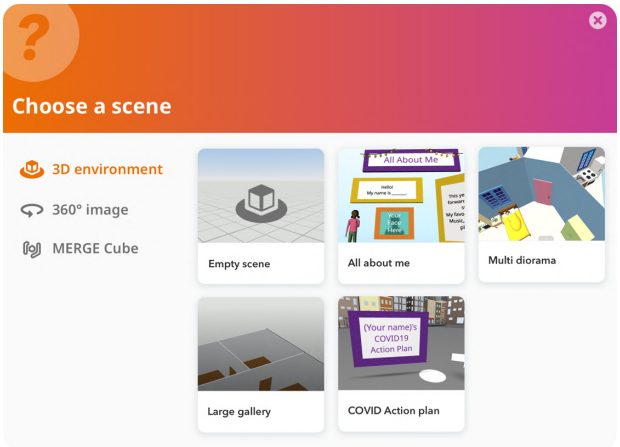
Encourage students to share what they did and how they did it. By going this, they'll further develop their coding skills.

Assessment and evaluation suggestions:

- Have your students managed to create their CoSpace based on the 360° image?
- Did they understand and manage to highlight classroom rules or procedures?

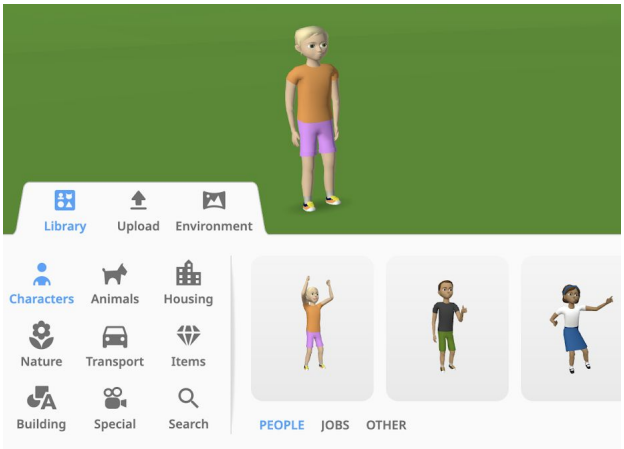
- Have your students successfully brainstormed and collaborated?

Creation guide

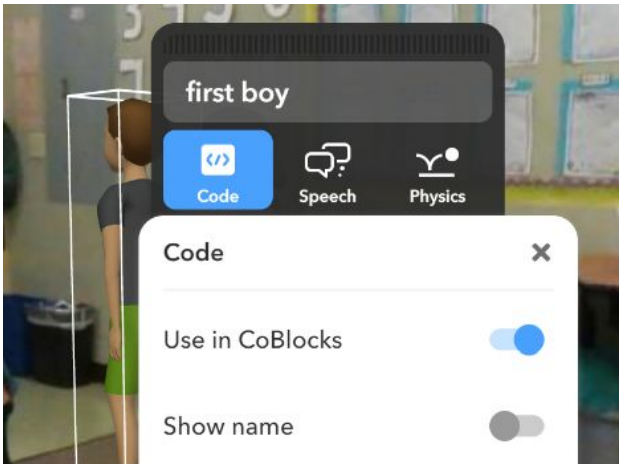


Start by creating a new CoSpace with an **Empty scene** in a **360° image** and add the **360° image** of your classroom.

Alternatively, open your assignment with the 360° image of your classroom already there.



Go to the **Library** to add children **Characters** to your scene, making sure to place and resize them to match the 360° image.

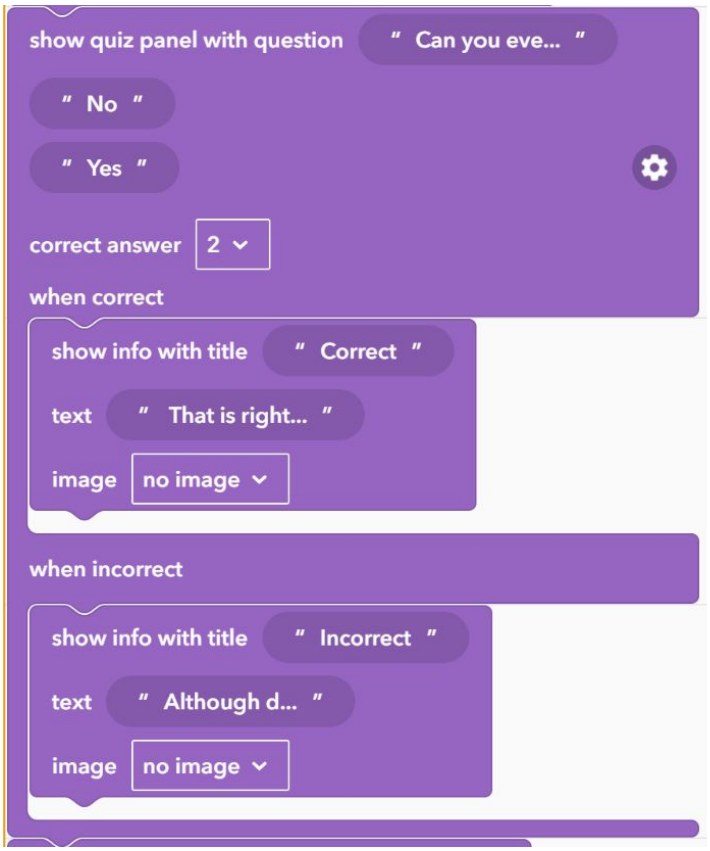


Enable **Use in CoBlocks** for all of the children and objects in your scene, so that you can program them.

It also helps to name each object by where they are or what they're doing, so that you can identify them more easily when coding.

The **when is clicked** and **say** CoBlocks can be used to have the characters do simple talking.

You can then expand on that by inserting other CoBlocks to bring more life to these interactions.



You can also use the **quiz panel** CoBlock from the **Actions** category to create more interactivity for the player.

Adding a checking for understanding level in the CoSpace allows checking that the player knows the correct way to follow rules and procedures.

Example CoSpace

Classroom example

edu.cospaces.io/APZ-DRS