

Teaching Computer Science with Picture Books and Kami

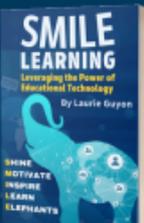


Who Am I?



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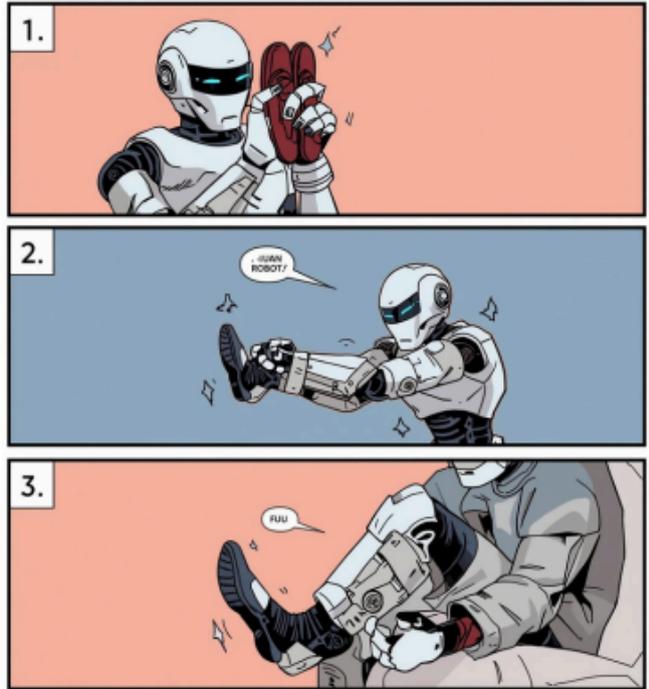
- All stories follow an algorithm of sorts
- Applying computational thinking to a character's journey will help them understand the concepts better.
- It's a great way to create interdisciplinary lessons!





Exploring narratives reveals insights into storytelling, promoting playful engagement and a deeper understanding of computational thinking.

Sequencing:
Timing is everything!
If our character tries to
slip on shoes before
socks, you'll get a
hilarious fashion
mishap (just like in
coding!).



**Algorithms:
Think of them as
the character's
trusty blueprint
or secret sauce
for tackling a
problem, step by
step!**





**Computational
Thinking: Turning a
tangled story puzzle into
bite-sized brain snacks!**

kami



Kami

The logo for 'kami' is a purple circle containing the word 'kami' in white lowercase letters.

kami

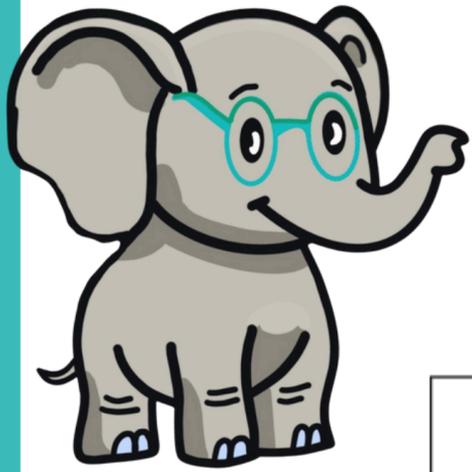


Interactivity: Turns a static PDF or photo of a book page into a manipulatable canvas.

Annotation Tools: Students can draw the "path" (algorithm) directly on the page.

Accessibility: Use voice comments or drawing tools for students who may not be strong typists yet.

BIXBY AND BEENA



Find the words used by Bixby and Beena in "Put the Pickles in the Dishwasher"



Word Direction: → ↓ ↘ ↗ ← ↑ ↖ ↙

ADVENTURE

LOCATION

JETPACK

NOTEBOOK

PICKLES

PUZZLE

ESCAPE

STORM

DISHWASHER

WOOSH

GLASSES

DECODING



Bixby's Word Scramble

Oh no! Bixby's words are mixed up! Can you unscramble them?

1. TUANEDREV

2. KICLEPS

3. CATOOLIN

4. YNUNS

5. DRIENF

6. DEWAYN

7. RRIVE

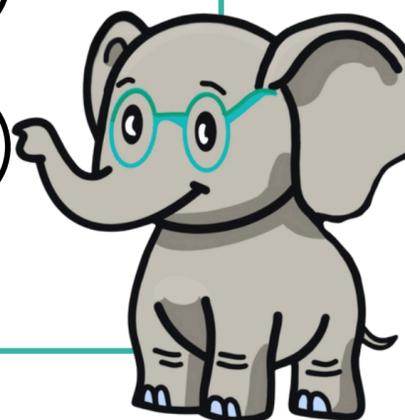
8. OUTSHED

9. BKACCKAP

10. PLENCI

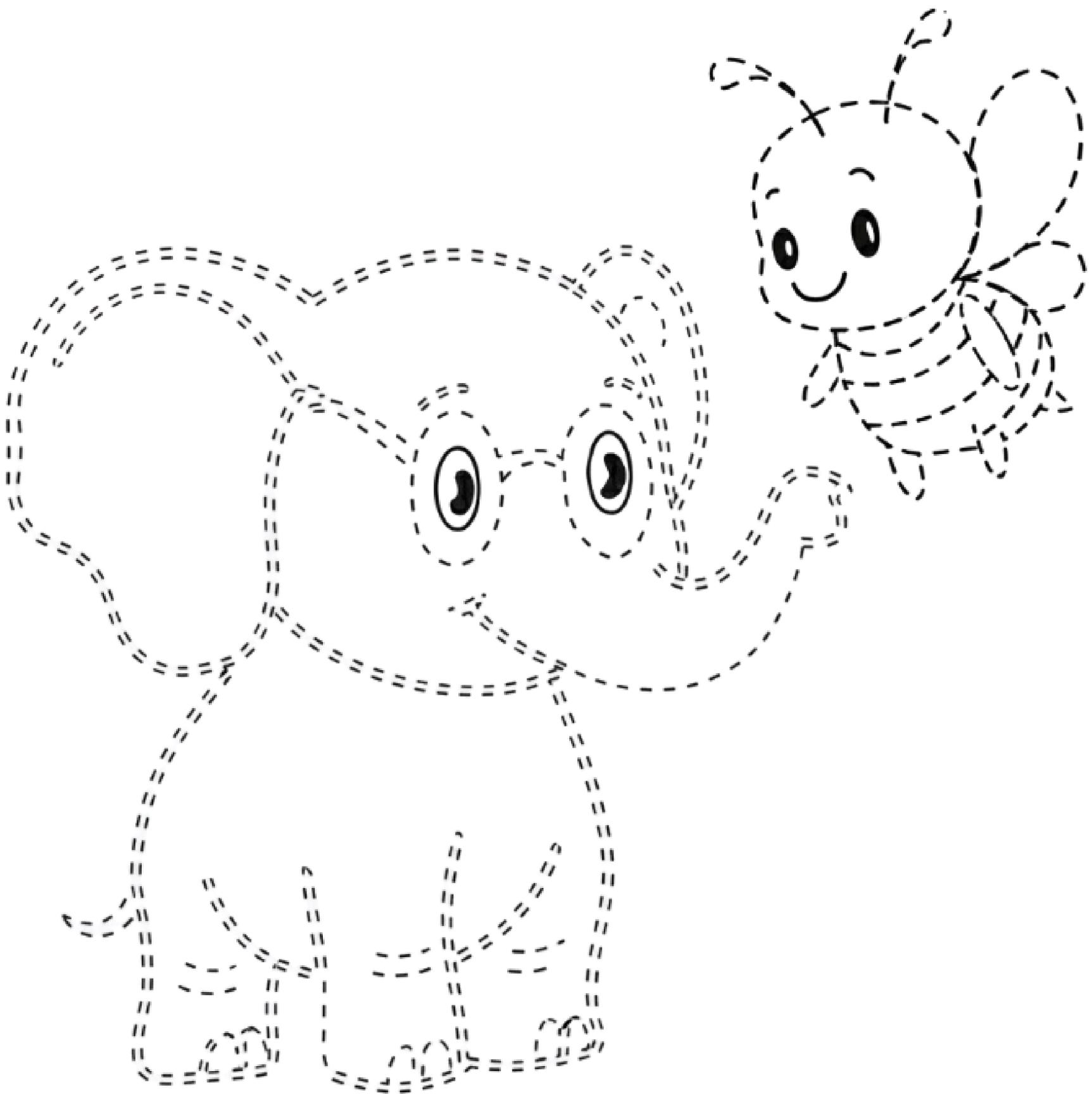
11. CDISAENT

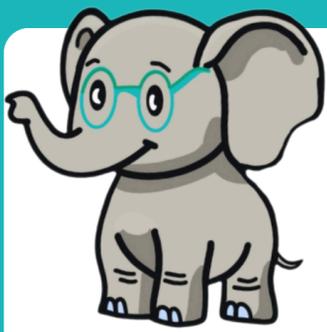
12. UPDLEDS



Tracing Bixby and Beena

Follow the lines like a detective on a mission! Then, make a background that gives hints about their next exciting adventure.





CODING GAME

BLOCK CODING

- Guide Beena to Bixby using the algorithm provided. Then, create your own way to get Beena back to her home.

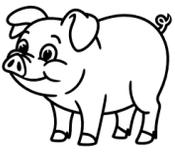
CODING AREA	WRITE YOUR ALGORITHM

Start Direction ↓								

ISPY SHAPES



There are ten things to find. Count and colour each set of images the same as you find them. Write the number in the box beside the images you counted.

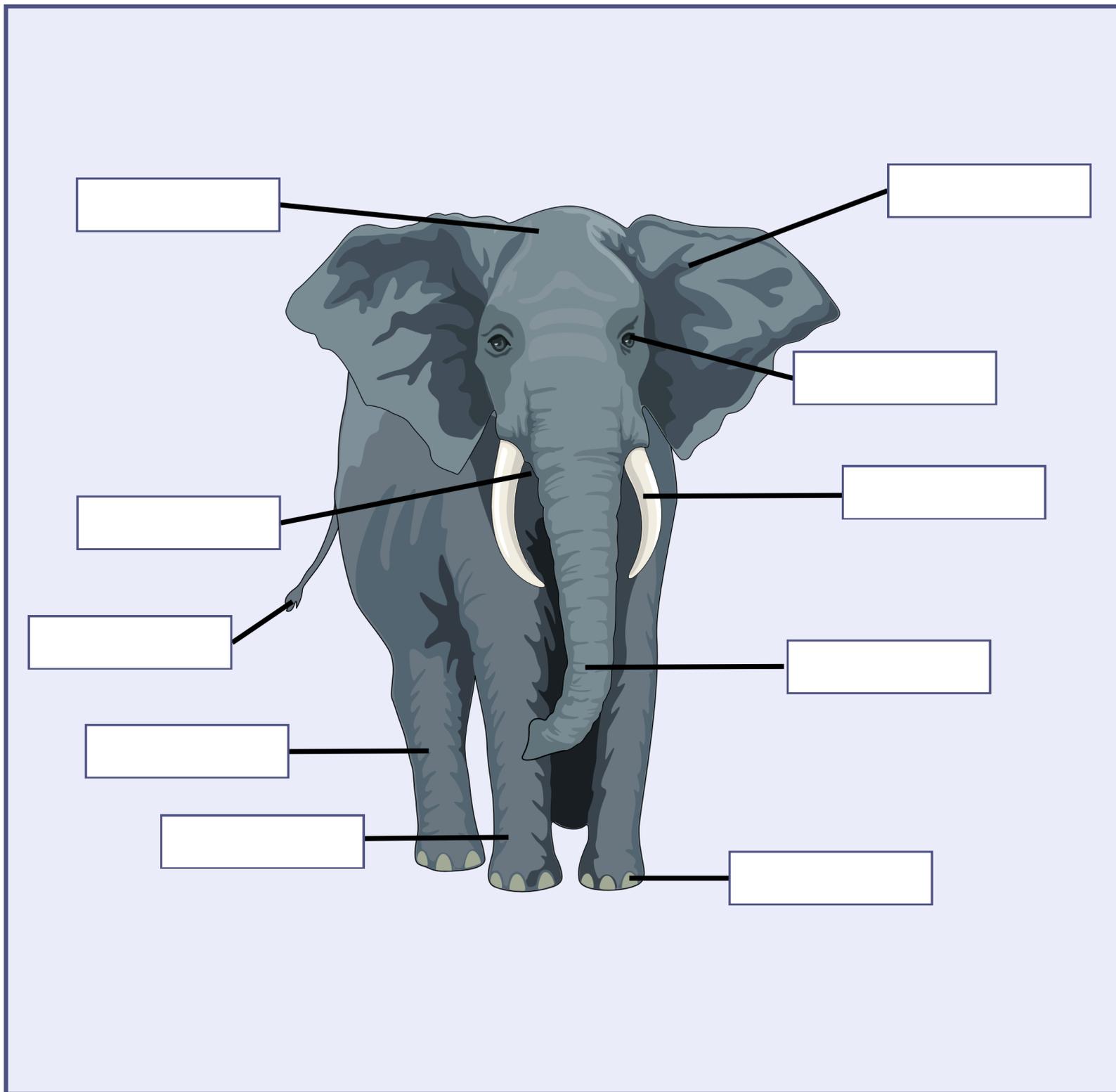


Elephant's Body Part

Name :

Class :

Put the words to match the elephant's body part!



mouth

eye

head

tail

feet

trunk

leg

tusk

ear

toe

K-W-L CHART

Explore Elephants on these live webcams. Write down at least one thing you know, what you want to know, and one thing you learned.

Take a screenshot of what you saw and add it here.

WHAT I KNOW

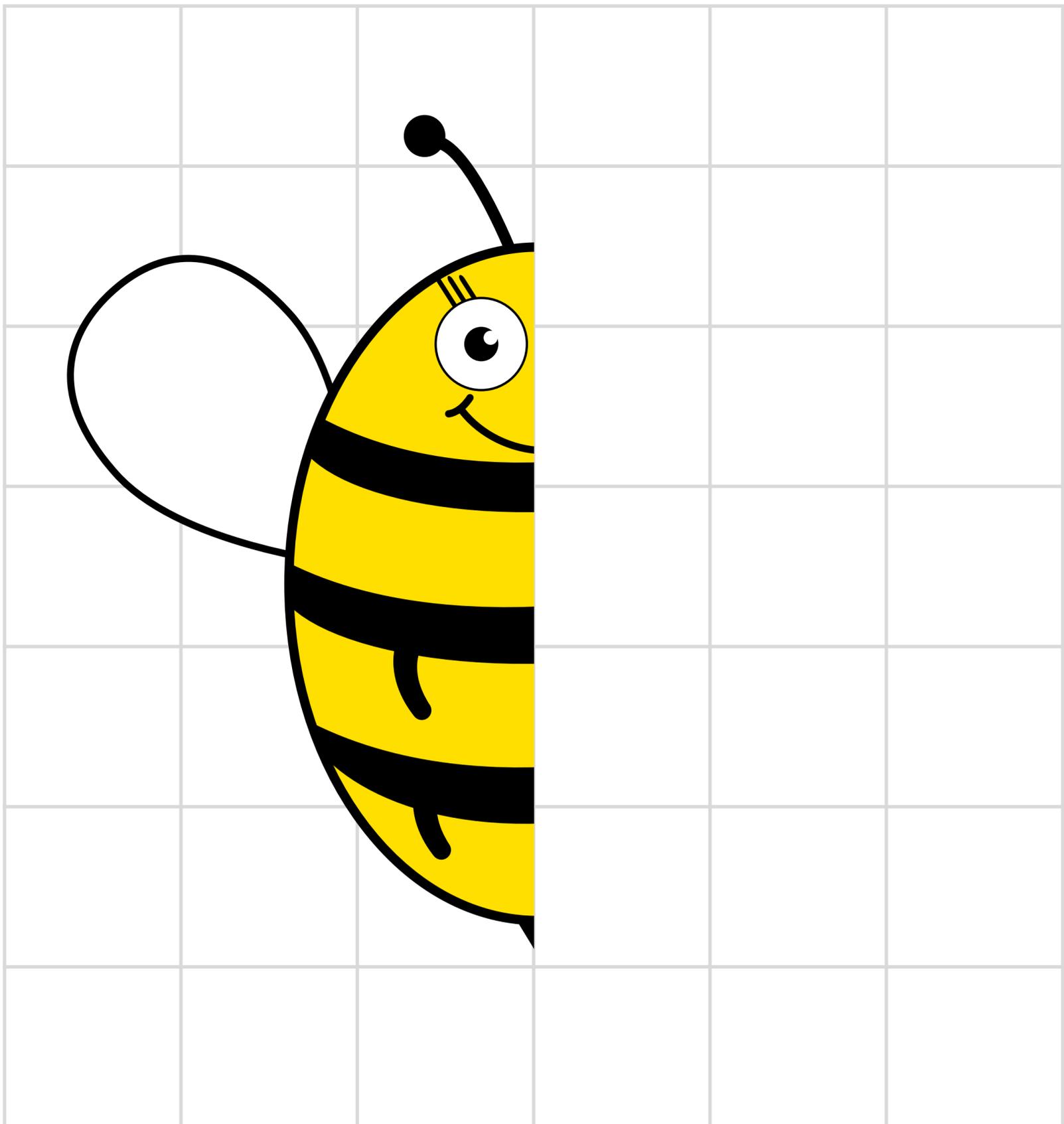
**WHAT I WANT
TO KNOW**

WHAT I LEARNED

A large, empty, light gray rectangular box intended for writing or drawing information about what the user already knows about elephants.A large, empty, light gray rectangular box intended for writing or drawing questions or information the user wants to learn about elephants.A large, empty, light gray rectangular box intended for writing or drawing information about what the user learned from watching the webcams.

BEE SYMMETRY

Using this grid, add the second half of the picture. Try to do the job carefully.
Do not rush. Finally, colour the drawing.



BUMBLE BEE BREATHING

BRAIN BREAK



Sit comfortably with your legs crossed.
Breathe in slowly through your nose for 4 seconds.
Hold your breath for 4 seconds.
As you breathe out, make a bee buzzing or humming sound.
The comforting vibration of this exercise has a calming effect.

Repeat the bumble bee breathing until you are calm and relaxed.



DESCRIBING ANIMALS



Look at the pictures and choose adjectives from the list which you can use to describe an elephant.



sharp
strong
small
long

wide
flat
grayish
large

rough
powerful
scary
slow

fluffy
playful
smooth
watchful

columnar
massive
short
sensitive

noisy
scaly
broad
compact



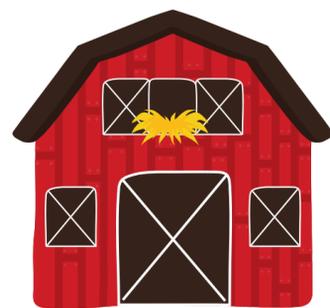
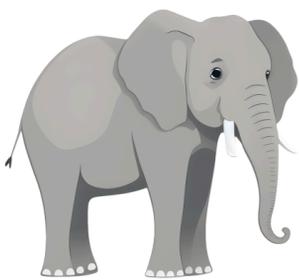
Using the phrases that you have chosen describe the elephant.

Name:

Class:

Where do they live?

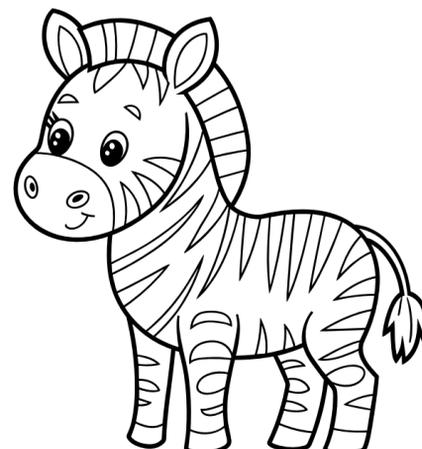
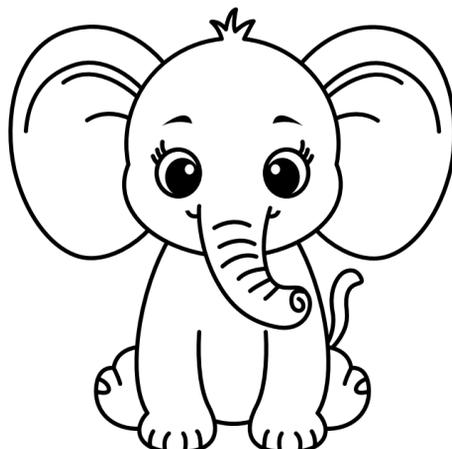
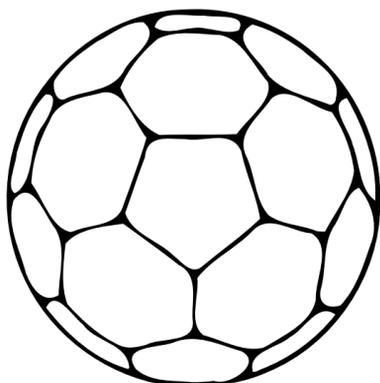
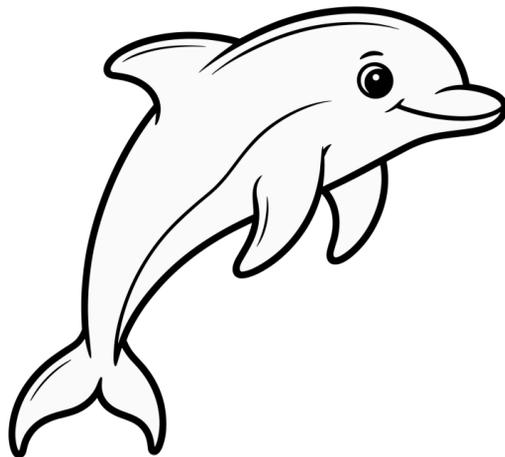
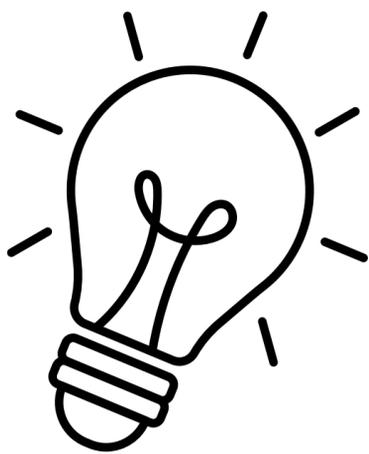
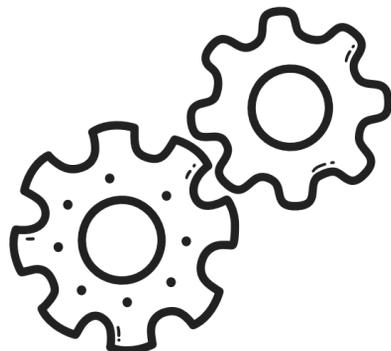
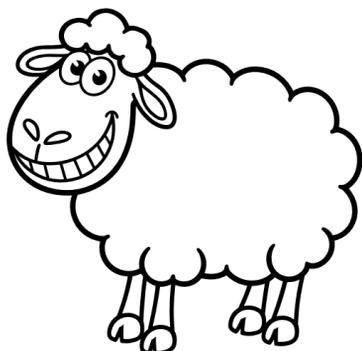
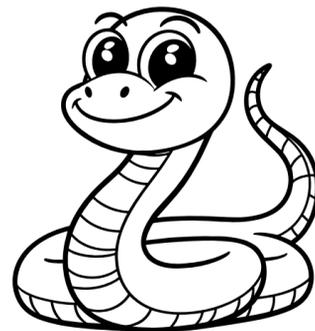
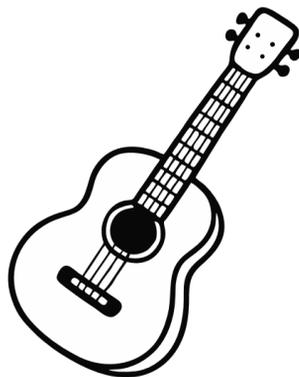
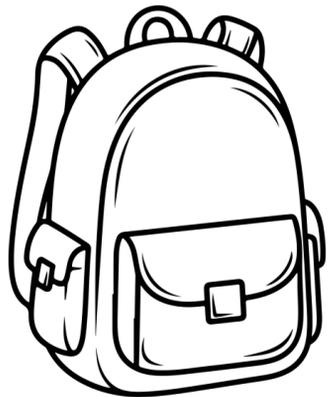
Match the animals with their home.



IF/THEN LOGIC

Follow the directions of these conditional statements:

1. IF it is an animal, THEN color it yellow.
2. IF it is not an animal, THEN color it green.



Coding with Beena

Bixby is mixing words and pictures like a puzzle!
Can you help Beena figure out what they mean?

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —

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