

Lesson: Creative Coding: Museum

Grade: 2

Content Areas: ELA, Science, & Technology

Overview:

This lesson is the end product of work the teachers are doing in the classroom on the topic of matter. In partnerships, students will research a topic about matter, using PebbleGo, BrainPOP Jr videos, books on myOn (Renaissance). Using a graphic organizer, students will take notes on their topic. Partnerships will use a planning board to help them create their museum and communicate what they learned, students will then transfer this information to BrainPOP's Creative Coding Museum project.

Lesson objectives:

Students will be able to...

- apply knowledge by creating a Digital Museum using BrainPOP's Creative Coding application
- add Sprites to their project
- make Sprites talk
- be an active participant by exchanging ideas with a partner

Standards:

CCSS.ELA-LITERACY.CCRA.2.W.6 With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.

2-PS1-2 Structure and Properties of Matter

Digital Use:

2-3.DL.1 Locate and use the main keys on a keyboard to enter text independently.

2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas.

2-3.DL.3 Conduct basic searches based on student identified keywords.

2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.

Resources:

Chromebooks

[PebbleGo! What is Matter?](#)

BrainPOP Jr. Movies:

<https://jr.brainpop.com/topic/solids-liquids-and-gases/>

<https://jr.brainpop.com/topic/changing-states-of-matter/>

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BrainPOP Creative Coding (paid subscription)

Creative Coding Planning Board (sample shown)

