Summary

How does a computer know what to do? Code! What is code and what happens when there is a bug in it? Let's find out!

Guided Reading Level	Lexile Level	Total Word Count
K	390	

Standards:

Common Core Language Arts

- Ask and answer questions about key details in a text.
- Know and use various text features.
- Use the illustrations and details in a text to describe its key ideas.

Science

- Generate and compare multiple solutions that use patterns to transfer information.

Lesson Focuses for Guided Reading (Select lesson focus based on Student's needs)

Writing Craft	Comprehension	Reading Strategies Decoding, & Phonics	Academic Vocabulary
Using details Punctuation Text features	Asking questions Details Summarizing Sequencing	Chunking Cross-checking text to pictures Using a glossary	algorithm solve bug steps commands machines

Lesson

1. Warm up for reading – Students read familiar books.

2. Introduction of **Coding 1, 2, 3** – Introduce **Coding 1, 2, 3** by looking at the cover photo and starting a discussion about coding.

   Suggested questions to facilitate introductory conversation:

   - Talk about what you see on the cover.
   - What do you think this book will be about?
   - What do you know about coding? Explain.

3. Skimming and Scanning **Coding 1, 2, 3** – Use this time to introduce or review your lesson focus strategies and/or skills. Suggested skimming and scanning prompts:

   - Let's read pages 4 and 5 together. Do the labels help you understand the text?
   - How does the picture glossary on pages 22 and 23 help you as a reader?
   - As students are skimming and scanning, encourage them to look at the details in each picture.

4. Reading **Coding 1, 2, 3** – Students read independently or with a partner.

5. After reading **Coding 1, 2, 3** – Open the conversation with a question that relates to the comprehension strategy of asking questions, summarizing, or details. After a brief conversation about the contents of the book, move to questions that support your lesson focus.

   Suggested after reading content connection questions:

   - How does a computer know what to do?
   - What is an algorithm? Who writes the algorithm?
   - What is a coding bug? Who fixes the bugs?
   - Explain the sequence of coding.

   Suggested after reading lesson focus prompts:

   - Did the pictures help you when you had trouble understanding the text?
   - Did you use what you already knew about coding to help you understand the text?

6. After Reading Application for **Coding 1, 2, 3** – Check for understanding by having students complete the Flow Chart reproducible.

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Directions:

Use this graphic organizer to represent a sequential flow of events, actions, character roles, and/or decisions.