



Summary

Develop your own coding creations using MIT’s Scratch program. Try your hand at animation. Experiment with sounds and music. Learn how to make the computer draw. Create interactive games to play. The possibilities are endless!

Guided Reading Level	Lexile Level	Total Word Count
W		

Standards:

Common Core Language Arts

- Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text.

Science

- Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
- 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 examples Precise language Domain-specific vocabulary	Sequencing Summarizing Cause/Effect	Context clues Self-monitoring and self-correcting	animate ellipse palette	random simulate variable

Lesson

1. Warm up for reading – Students read familiar books.
2. Introduction of **Coding Creations** – Introduce **Coding Creations** by looking at the cover photo and starting a discussion about coding.
Suggested questions to facilitate introductory conversation:
 - Let’s read the title. What will you learn in this book? Make predictions.
 - Do you like to work on computer projects? Explain.
 - What does coding mean?
3. Skimming and Scanning **Coding Creations** – Use this time to introduce or review your lesson focus strategies and/or skills.
Suggested skimming and scanning prompts:
 - Look at the Tip sections throughout the book. Let’s read the one on page 4 together. Do you think these sections will help you understand the main text?
 - Turn to the glossary on page 30. Which words are new to you and which ones are familiar.
4. Reading **Coding Creations** – Students read independently or with a partner.

5. After reading **Coding Creations** – Open the conversation with a question that relates to the comprehension strategy of summarizing or cause/effect. After a brief conversation about the contents of the book move to questions that support your lesson focus.
Suggested after reading content connection questions:
 - When creating the waving snowman, how do you color the snowman?
 - Explain the importance of variables in code.
 - Summarize the Draw Square Spirals program.
 Suggested after reading lesson focus prompts:
 - I noticed (student’s name) using (reading strategy) while you were reading. Did it help with your reading? (Repeat this question to highlight different reading strategies or skills used by students.)
 - How did self- monitoring help you? Did you find yourself having to reread parts of the text to gain more understanding?
6. After Reading Application for **Coding Creations** – Have students complete the Frayer Model reproducible.

NAME: _____**DATE:** _____**Directions:**

1. Write a word in the center of the chart. Include an illustration.
2. Define the word (in the Definition box).
3. Write some facts/characteristics about it (in the Facts/Characteristics box)
4. Provide examples about its use.
5. Provide non-examples.

Definition	Facts/characteristics
Examples	Non-examples

A central box is positioned between the four quadrants of the Frayer Model chart, intended for the student to write a word and include an illustration.