

PALS Coding Academy

Unit: HTML5 + CSS	
Lesson: 2	Date: April 10 2014

**Objective(s):**

Students will be coding in HTML5 and CSS. Student will also give a presentation on their researched HTML5 game.

**Materials & Resources:**

Robo Rally, Sublime Text, Open Source assets.

This document is to be used as a sample template. I wanted to give you an example of how I used the lesson plan for my coding class.

**Lesson Agenda:** **Time (120 Minutes):**

1. Game Review (Including Q&A)	15 min
2. Smart Thinking	10 min
3. HTML5 + CSS	60 min
4. RoboRally	30 min
5. Home Work overview	5 min

**Lesson Elements:**

IDE, the benefit of HTML5 games, HTML5 structure, HTML5 tags, CSS box model.

**Engagement:** Students will be creating visual assets to be used as content. This will also be the first time they will be hard coding. Playing Robo Rally (RR) will reinforce these concepts. RR will introduce the class to procedural programming.

**Assessment/Evaluation:** I will be giving a comparison of the HTML5 markup language and its relevancy with gaming, in contrast to device driven programming languages.

**Homework:**

Random student picked by a 6-sided dice will cargo cult and research a HTML5 game. The student will answer these three questions

1. Why did you choose this game?
2. Who designed this game?
3. How would you change this game?

Open discussion, class Q&A

**Reflection on Plan and Instruction:**

Class went really well. The HTML5 game presentation was given by Lance. Lance was able to articulate why he chose that game over others. Student feedback was very positive as well. They have great constructive criticism on how and why they would change the game.

The students also managed to learn the abstract concept of Robo Rally very easily, which to be honest, most adults or non-gamers can't. They understood the critical thinking element required to build/program a robot and the procedural order of operations needed to execute commands.