



GRADE 2 TECHNOLOGY

WEEK 3:

30 MARCH – 03 APRIL



WEEKLY QUOTE

'What day is it?', asked Pooh.

● 'It's today,' squeaked Piglet. ●

'My favorite day,' said Pooh."

LESSON 1: CODING

What will I be learning about?	Using characters from the game Angry Birds, you will develop sequential algorithms to move a bird from one side of a maze to the pig at the other side. To do this they will stack code blocks together in a linear sequence, making them move straight, turn left, or turn right.
Vocabulary	Algorithm - A list of steps to finish a task. Bug - Part of a program that does not work correctly. Debugging - Finding and fixing problems in an algorithm or program. Sequencing - Putting commands in correct order so computers can read the commands.
Website	https://studio.code.org/home (click on the hyperlink above by holding down the control key and clicking the website, your arrow will turn into a little white hand and then you can click)
Activity	Code.org - Complete Lesson 5
Section Code	XXHYFN
Password	Your password is a picture – if you can't remember your picture, you can email me and ask.

LESSON 2: TYPING

What to focus on?	<ul style="list-style-type: none">• Remember that you are trying to reach the speed and accuracy goals given to you at the beginning of an activity• You are teaching your brain to learn where the letters are on the keyboard• Try to keep typing till you get to the end of the activity• Try to type with two hands on the keyboard• Try to use more than one finger to type with
Website	https://firstbaptistcs.typingpal.com/ (click on the hyperlink above by holding down the control key and clicking the website, your arrow will turn into a little white hand and then you can click)
Activity	Complete Exercise 18 and 19
Username	This is just your name (all lowercase letters)
Password	Your password is your name with a number at the end (email me if you can't remember)