Unit 6 Week 3	Make Way for Ducklings Story Sequencing: Puzzles and Manipulatives Lower Level Technology Supplement: Please note that this activity involves Computational Thinking activity without a digital device	ISTE-S Standard 5c	Standards: ELA.RL.KID.PS.1 -3 ELA.RL.IKI.PS.1-2 ELA.SL.CC.PS.1-

[book covers that represents the book(s) the lesson touches upon]

Technology Concepts: Computational Thinking

- Process of Make Way for Ducklings broken down into a series of steps
- Children place making Make Way for Duckling pictures in order to create sequence
- Children recognize and describe sequences and algorithms in everyday life

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Materials:	**Vocabulary:**
● Make Way for Duckling sequencing cards	● language used in original lesson ● Sequence ● Process of order ● Introduce the concept of algorithms (a process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.)

Preparation:
Place Make Way for Duckling sequencing cards in random order

Procedure:

Have children place the pictures in correct order - use computational thinking vocabulary to explain to children they are creating an algorithm