Creative Computing with KANO

Lesson 5 - You're an Engineer!

Optional resources:
- Markers/crayons and Paper and to hang up on classroom wall
- Engineering blogs for student reflection

Learning Objectives: 1. Learners understand of the various application of computing in the real world 2. Learners to build and learn about confidence 3. Learners recognise that confidence comes with experience and familiarity	
Lesson: You're an Engineer!	**Time 1 hr 15 min**
Intro: Teacher to recap what the students have learned over the course of exploring creative computing. Teacher then leads discussion on what confidence is and how the creative computing course has helped learners become more confident. Class discusses what they have learned about technology and whether they are more confident talking about computers now or before they began working with Kano, and why.	10 mins
Main: Learners break down computers (or start with the computers in a box if they are already broken down). Learners build their computers again. They then get right into exploration with their favorite apps.	40 min
Learners get into groups and revisit this activity: • What is a computer? Give 3 uses for a computer? • What is the difference between blocks and code? • What is the difference between hardware and software?	10 min

Learners write on a sheet of paper a statement that highlights their newfound confidence after finishing the creative computing course. For example: "I'm _____ , and I am an engineer!", "My name is ____ and I know how to build a computer!", or "I am a coder!"	10 min
Kano cleanup	5 min