




Coding Your Story with Terminal Quest


 Beginner  1 hr 30 min

Use Terminal Quest to help learners identify setting, characters, plot, and predictions.

OBJECTIVES

-  Learners will be able to give examples of characters, setting, and plot in a story.
-  Learners will follow the story in Terminal Quest and make predictions on what they think will happen.
-  Learners will understand what a terminal is and how code they write comes alive as part of a story

STANDARDS

-  **Common Core**
 - CCSS.ELA-LITERACY.RL.4.3
 - CCSS.ELA-LITERACY.RL.5.1
 - CCSS.ELA-LITERACY.RL.7.1
 - CCSS.ELA-LITERACY.RL.8.1

Introduction

🕒 15 mins

Linking

[Read a short story](#) to the class. After reading, have learners identify the setting, characters, and summary of the plot.

If you could change one thing about the story, what would it be? Remind that coding gives students powers to create and change rules!

If students need a refresher, go over setting, characters, plot, and predictions.

Collect Kanos

🕒 5 mins

Retrieve Computers, Turn On, Log In..

Exploration Activities

🕒 35 mins

Challenge 1: Follow the Story

Open up LeapPad and type the following words. “Characters”, “Setting”, “Plot.”

Also open up the Terminal Quest app.

Today, students will learn about terminal and go on an adventure. Have students follow the story, and see if you can identify the characters, setting and plot of the story.

Challenge 2: Make a Prediction

Before we leave for the day, let’s type another word in LeafPad. Type “Prediction.” Next to the word, write what you predict will happen next in Terminal Quest and why.

Closing

🕒 15 mins

Sharing

Select a few students to share their predictions. What will happen next in your Terminal Quest adventure?

Kano Clean-up

🕒 5 mins

Power down and put away Kanos