**AP CSP CodeBot**

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| **MISSION 1 Welcome** | | **Time: 45 minutes** |
| **Project Goal:** Students will learn about the CodeSpace learning environment.  **Learning Targets**   * I can navigate CodeSpace. * Identify major parts of the Codespace interface: Mission Bar, Objective Panel, text editor, CodeTrek, Toolbox, and Lesson Navigation Controls | **Key Concepts**   * Follow instructions in the Lesson Panel carefully. There is a lot of important reading! * Look for “tool icons” to collect tools in your Toolbox as you go. | |
| **Assessment Opportunities**   * Mission 1 Assignment * Checkpoint 1.3 (toolbox) can be used as an exit ticket. * Quiz after Objective 4. | **Success Criteria**   * Navigate CodeSpace * Identify major features of the CodeSpace interface: Editor panel, Lesson panel, Toolbox, CodeTrek, Hints | |
| **AP CSP Framework**  Not specifically addressed in this lesson. | **Materials**   * Mission 1 Assignment / Answers | |
| **Teacher Notes**   * This lesson is the first lesson in all the mission packs. If your students have completed other mission packs with other physical devices, they will already know the information. You can choose to have them complete the mission as a review and refresher, or you can unlock the next mission. * The Mission 1 Assignment has a picture of CodeSpace for students to label. The third page has the names of the parts. You can give the list to students, or delete the page and have students remember all the parts. * Another suggestion for assessment is for students to keep a daily journal, or use a reflection form for students to process information they learned and reflect on questions they may still have. * Refer to the CodeBot Curriculum Guide for specific information about this mission. | | |