# White Cane Day: Coding Concepts with a Cane

White Cane Day Lesson Plan

All ages - group lesson

## Objective

In this course, students will learn about coding commands, sequencing, and functions and use their knowledge of these to create a dance using the white cane.

## Materials

* White cane

## Lesson Plan

1. Students introduce themselves.
   1. Name
   2. Age
   3. Funny cane story
2. Instruction
   1. In this activity we will be learning the basics of “coding”. We will use our white canes to help us learn!
   2. Define
      1. Command is a specific action for the computer to perform.
      2. Sequence is the order in which the commands are given.
   3. Our dance will be a sequence of commands. You can have up to 5 commands in your sequence
3. Activity:
   1. In order to code, we have to have a language.
   2. As a group, we will identify 5 dance moves. We will define them, then practice them as a group. These are the moves but we can use in any order!
   3. Students develop their sequence of commands using the moves defined in the previous activity. They write these down.
   4. In pairs, they instruct another person to do the sequence. In essence, they are coding their friends to dance!
4. Whole group discussion and wrap up
   1. How did it go?
   2. Define: Function
      1. “A collection of commands grouped together and given a name. The set of commands can then be run with just the name of the function whenever that set is needed.”
   3. Give your dance a name - that will be the function. Next time you want someone to do that whole sequence of commands, all you have to say is the name of the dance!
   4. Wrap up and questions