TEACHER GUIDE

Teacher Guide and Pacing

The lesson takes three 45-minute periods. The timings are what the lesson was written to. If you run short, protect the hands-on part in the middle.

Day 1 — Every Java Program Lives in a Class

Min	What happens	Print / open
5	Bell ringer: Beatrice's First Lines	Day 1 bell ringer
11	Slides with the guided notes, Day 1 section	Deck, guided notes packet
14	Activity: What's in args? Students name six parts of a Java program and write what `args` holds for three commands, on paper with computers closed.	Day 1 activity sheet
10	Try-it: 1.1 Try It in CodeGrove. Students practice, and nothing is turned in.	A computer or tablet for each student
5	Exit ticket	Day 1 exit ticket

Deck: start at slide 1, the lesson cover, then the Day 1 slide.

What students turn in today: the bell ringer, the What's in args? sheet and the exit ticket.

PAPER: the bell ringer, the guided notes, the What's in args? activity and the exit ticket. **ONLINE, in CodeGrove:** the try-it, 1.1 Try It.

ONLINE TRY-IT: 1.1 TRY IT

Students type the link from the try-it slide (slide 9) and practice in 1.1 Try It for about 10 minutes. They write the code for each task and press Check, which shows them if their code works. It's practice, so nothing is turned in, and there's no sheet to print. Computers close before the exit ticket, which is on paper. Link: madlyproductivepathways.com/codegrove?course=java&level=1.1

Day 2 — Java Compiles Before It Runs

Min	What happens	Print / open
4	Bell ringer: The Missing Mark	Day 2 bell ringer
6	Slides with the guided notes, Day 2 section	Deck, guided notes packet
29	Lab: Receipt Printer in CodeGrove. Students fix two programs that won't compile, then write a receipt with comments.	Day 2 lab sheet, ONLINE (a computer or tablet for each student)
6	Exit ticket, after students finish their Why answers	Day 2 exit ticket

Deck: start at slide 11, the Day 2 slide.

What students turn in today: the bell ringer, the Receipt Printer sheet and the exit ticket.

PAPER: the bell ringer, the guided notes and the exit ticket. **ONLINE, in CodeGrove:** the Receipt Printer lab.

ONLINE ONLY: THE RECEIPT PRINTER LAB

Students do Receipt Printer in CodeGrove, our online code lab. Then they write the lines the sheet asks for and a Why answer for each task.
Students type the link from the sheet. They need no account. Link: madlyproductivepathways.com/codegrove?course=java&level=1.1b

Day 3 — Quiz: Java Program Parts and Compile Errors

Min	What happens	Print / open
4	Bell ringer: Get Set, Go	Day 3 bell ringer
8	Slides with the guided notes, Day 3 section	Deck, guided notes packet
13	Applied task in CodeGrove. Students work alone to fix a thank-you note with two compile errors.	Day 3 applied task sheet, ONLINE
15	Quiz: Lesson 1.1 quiz, on paper with computers closed	Lesson 1.1 quiz
5	Exit ticket	Day 3 exit ticket

Deck: start at slide 17, the Day 3 slide.

What students turn in today: the bell ringer, the 1.1 Quiz Task sheet, the guided notes packet, the lesson quiz and the exit ticket.

PAPER: the bell ringer, the guided notes, the lesson quiz and the exit ticket. **ONLINE, in CodeGrove:** the 1.1 Quiz Task activity.

ONLINE ONLY: THE 1.1 QUIZ TASK ACTIVITY

Students do the 1.1 Quiz Task in CodeGrove, our online code lab. They work alone, then copy the lines they fixed and the Why answer onto the sheet.
Students type the link from the sheet. They need no account. Link: madlyproductivepathways.com/codegrove?course=java&level=1.1q

The lesson quiz: 11 points, about 15 minutes. Part A has 7 three-choice questions worth 1 point each. Part B has 2 written questions worth 2 points each. You grade the written answers by hand. Give it after 1.1 Quiz Task. Collect that sheet first. The key is 06 Answer Keys/1.1_Lesson_Quiz_Answer_Key.pdf.

Day 2: setting up the lab

This lab runs ONLINE only, in CodeGrove, our online code lab.

What you need

- The ONLINE sheet, 1 per student, and a computer or tablet that's already online for each student.

What to print, and how many

Page	Copies	Note
Guided notes packet (all three days)	1 per student	Print it once, for Day 1
Vocab slip	1 per student	Day 1. Students keep it in their notebook.
Bell ringers, Days 1-3	1 per student per day	Or project it and have students answer on paper
What's in args? (Day 1)	1 per student	Students write on it. Computers stay closed.
Receipt Printer, ONLINE (Day 2)	1 per student	Students need a computer or tablet that's already online.
1.1 Quiz Task, ONLINE (Day 3)	1 per student	Students need a computer or tablet that's already online. Collect it before the quiz.
Exit tickets, Days 1-3	1 per student per day	At the end of each day
Lesson quiz	1 per student	Day 3

Grading at a glance

Each written question says how many sentences to write, but you grade the idea, not the number of sentences. The keys give a sample answer and what to look for. Give full points when an answer has the sample's idea, in any words, and part of the points when it is partly right.

Piece	Points	How to grade it fast
Bell ringer	2 a day (6 in all)	1 per question. Give it when the answer has the key's idea, in any words.
Guided notes	5-7 a day (17 in all)	1 per blank: 7 on Day 1, 5 on Day 2 and 5 on Day 3. Only the blanks earn points, and the word bank is on the page. Collect the packet at the end of Day 3.
Activity or lab	4-12	Each sheet prints its own points. The sample answers are in 06 Answer Keys/Activity_and_Lab_Keys.pdf.
Exit ticket	3 a day (9 in all)	1 per multiple-choice item, plus the written answer's points
Lesson quiz	11	7 multiple choice, 2 written at 2 points each

What students usually get wrong

Students often believe these five things. Name them out loud before students meet them.

Students think...	Actually...
A line break ends a statement in Java, like in Python, so the semicolon is optional.	A print line ends with `;`. Java doesn't read line breaks, so a missing `;` is a compile error.
Lines that are indented together belong together, like in Python.	Braces `{ }` mark what is inside a class or a method. Indents only help people read the code.
`System.out.print()` and `System.out.println()` do the same thing.	`println` ends the line after its text. `print` stays on the same line, so the next text prints right after it.
Java runs the lines before a mistake and then stops.	Java compiles the whole file first. One compile error stops the program before any line runs, so nothing prints.
`system.out.println` works the same as `System.out.println`.	Java cares about capital letters. `system` with a small s is a different name, so the code won't compile.