Lesson Plan week of October 23rd

This week the students are working with arrays.

5 minutes – Index cards used to take role and ask questions.

30 minutes – Game – Stump the Chumps. This game will help the students understand arrays. I am using positive interdependence by handing out one sheet per group. I am using Individual Accountability by randomly asking the students to explain the code that they are writing. They will be working face to face with the assignment. Finally, the students will be using their well honed social skills to work towards a solution that the entire group enjoys.

The rest of the class, I will be answering questions with the labs and answering the index card questions.

Stump the Chumps

Goal: To write a method that will successfully stump other teams.

Parameters: You may only use the following: a maximum of 2 for loops, a maximum of 4 if-then-else statements, and operator that we have covered so far. You MUST return an object in your method.

Teams may ask 3 questions to the team who wrote the “mystery” method.

Extra credit will be given to teams who successfully give the return type.

Example:

Public int example(int[] aInt)
{
    For
    .
    .
    .
    If
    .
    For
    .
}
Return int;