

Lesson 8:  
Find that Bug!

**Lesson 8 Overview:** Lesson 8 defines and celebrates the process of debugging. Children learn to identify something that goes wrong and brainstorm problem-solving strategies.

**Powerful Ideas from Computer Science:** Design Process, Debugging  
**Powerful Ideas from Literacy:** Writing Process, Editing & Author Awareness

**I. Warm Up: I Spy- ScratchJr Edition**

- Play a game of I Spy with the teacher providing the first example using the interface. Example - “I spy something that is orange, has whiskers, and is smiling.” Response - “It’s the Cat character on ScratchJr.” For the child who guesses correctly, it is now their turn to spy something on ScratchJr for other classmates to guess.

**II. Opening Tech Circle: Re-Read “Grace Hopper: Queen of Computer Code”**

- Highlight Grace’s debugging process with the moth and the strategies (checking the program) she tried to figure out what was wrong with Mark II.

**III. ScratchJr Time: Finalize Projects & Debugging Game**

- Children finalize their buggy bug and prepare to share with another child.
- Children will share their program, including explaining what they intended the program to do. Their group members have to find the bug in the program.

**IV. Word Time: Documenting Bugs**

- Children log the bugs they found in their partner’s game in their Design Journal. This is similar to how Grace Hopper and programmers document the bugs they find in their programs.

**V. Closing Tech Circle: Debugging Reflection**

- Revisit the design process as debugging is a part of the creation process.
- Review the strategies for debugging and editing in the Anchor Chart for Strategy List

