

OzoBlockly Editor—**Lesson on Concurrency**—Teacher's Guide

Ozobot as a Slot Car: Grades 6 – 12

by Richard Born, Associate Professor Emeritus, Northern Illinois University

If you haven't already done so, you should read the *Lesson on Concurrency Student Guide*. Doing so will familiarize you with the lesson details.

Computer Science Programming Concepts

- The concept of concurrency and how it differs from simultaneity
- Subroutines to break up code into logical segments
- The use of loops to handle tasks that must be repeated several times
- Subroutine and variable names that support self-documentation
- Nesting of structures (e.g., *run concurrently* blocks inside a *run concurrently block*)

Estimated Time to Complete the Lesson

One 50-minute class period

Applicable CSTA (Computer Science Teachers Association) Standards

2-CS-02	Design projects that combine hardware and software components to collect and exchange data.
2-AP-12	Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.
2-AP-13	Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs.
3A-AP-17	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.
3B-AP-11	Evaluate algorithms in terms of their efficiency, correctness, and clarity.
3B-AP-14	Construct solutions to problems using student-created components, such as procedures, modules and/or objects.
3B-AP-23	Evaluate key qualities of a program through a process such as a code review.