

GET LOOPY

INTRO TO LOOPS AND REPETITION STORYTIME

OVERVIEW

STORYTIME ELEMENT	COMMENT
Opening Song	Use the same song every time.
Introduction	Repetitions, or looping as it's called in computer science, is an important part of computer programming because loops make a computer program more efficient.
Letter of Day: "B, b"	B is for boogie, bear, banana, berries
Book 1: "Monster Boogie" Written by Laurie Berkner, Illustrated by Ben Clanton	This book is based on the song "Monster Boogie" by Laurie Berkner. Like many songs, it has a chorus that is repeated. It also has dance moves that are repeated in a loop.
Song: "Monster Boogie" by Laurie Berkner	This song has lots of repeated dance moves that you can make into a loop.
Book 2: "Bear Wants More" Written by Karma Wilson, Illustrated by Jane Chapman	When Bear wakes up from his winter nap, his is HUNGRY! He keeps eating and still wants more!
Flannel Activity: Bear Wants More!	Create flannel pieces based on the book "Bear Wants More," and use them to retell the story. Hand out to the kids different flannel pieces that represent the food that Bear eats, and have them "feed" bear. Each time have everyone say, "Bear wants more!"
Book3: "There Was an Old Lady Who Swallowed a Fly" Written and Illustrated by Simms Taback	This is another fun book with a repeated phrase.
Puppet Play: There Was an Old Lady Who Swallowed a Fly	You can purchase an "Old Lady" puppet to retell this story, or create a puppet set of your own (use an old sock, or maybe one of your current puppets).
Closing Comment	Kids love repetition. Today, we talked about ways that you can help kids understand that repetition is a type of loop, which is a foundation of computer science.
Closing Song	Use the same song every time.
Extension Activity: Make a calendar	Calendars follow a repeated, predictable cycle. Making your own calendar can help children understand both the concept of loops and patterns.

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OPENING SONG

Use the same opening song during each storytime so that families know what to expect. Consistent elements of your storytime create an environment where kids know the rules (or the code!) for your program.

INTRODUCTION

Repetition, or looping as it's called in computer science, is an important part of computer programming. A programmer can make her program more efficient by telling a computer to perform the same function eight times in a row, rather than write out the same series of commands eight times – this is called a loop. Understanding repetition helps young children learn this skill early. Children LOVE repetition. You can help your child learn computer science by reading books with lots of repetition or playing games that involve doing the same task several times.

LETTER OF THE DAY: B

Our letter of the day is “B”. What sound does “B” make? *Show an upper-case and lower-case “B.”* **Ask:** Do they look the same? Do they sound the same? What are some words that begin with “B”? *Write down some of the words they suggest and include the words “boogie” and “bear.”*

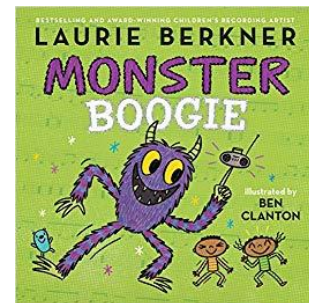
Say: During today's storytime, we will talk about actions and words that repeat themselves over and over again. In computer science, this type of repetition is called a Loop.

BOOK 1: “MONSTER BOOGIE”

WRITTEN BY LAURIE BERKNER, ILLUSTRATED BY BEN CLANTON

This book is based on the song “Monster Boogie” by Laurie Berkner. Like many songs, it has a chorus that is repeated. It also has dance moves that are repeated in a loop.

Say to Caregivers: Children love books with repeated elements. You can foster their love for reading, also called print motivation, by reading books with lots of repetition or pointing out when a phrase is repeated in a book.



SONG: “MONSTER BOOGIE”

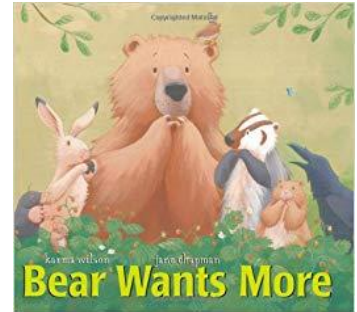
BY LAURIE BERKNER

Make up your own actions to “Monster Boogie” and draw or write them on a large piece of paper or white board. Count how many times you do each action in a row, and rewrite your dance moves using the number before the actions to create a loop. (i.e. if you wave your hands three times, write a 3 in front of “wave your hands,” rather than write out “wave your hands, wave your hands, wave your hands”).

BOOK 2: "BEAR WANTS MORE"

WRITTEN BY KARMA WILSON, ILLUSTRATED BY JANE CHAPMAN

When Bear wakes up from his winter nap is soooo hungry! His friends keep offering him food, and he still wants more! This book has a phrase that is easily learned and repeated by a young audience. Have kids "help" you read the book by repeating "Bear wants more!" with you.



Say to Caregivers: Repetition can help children remember a book better and describe what is happening, which builds narrative skills. Recognizing repeated elements is also an important part of computer science.

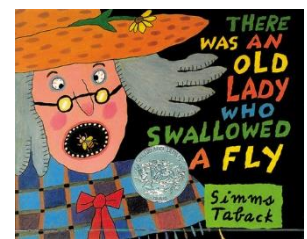
FLANNEL ACTIVITY: BEAR WANTS MORE!

Create flannel pieces based on the book "Bear Wants More" and use them to retell the story. Hand out to the kids different flannel pieces that represent the food that Bear eats, and have them "feed" bear. Each time have everyone say, "Bear wants more!" **[Suggested flannel pieces:** Bear, clover, strawberries, fish, party foods]

BOOK 3: "THERE WAS AN OLD LADY WHO SWALLOWED A FLY"

WRITTEN AND ILLUSTRATED BY SIMMS TABACK

This retelling of a classic story with die-cut pages is a storytime favorite. As with "Bear Wants More," have the kids say the repeated catchphrase of the book with you: "I don't know why she swallowed the fly!"



PUPPET PLAY: THERE WAS AN OLD LADY WHO SWALLOWED A FLY

There are several available puppet sets for the "Old Lady Who Swallowed a Fly." It may be worth the investment of purchasing one because kids will have so much fun "feeding" the Old Lady. You can also make your own puppet or flannel pieces and do variations on the story: use an Old Monster, Old Sock, Old Dog puppet that you already own, etc.

CLOSING COMMENT

Today we read books with lots of repeating elements, and played games that encouraged exploring repetition. Kids LOVE repetition, and by intentionally introducing repetition as a loop, you can help your children grasp a fundamental computer science concept. As you find repeated actions during your daily routine, see if you can make a loop out of them.

CLOSING SONG

Just as with your opening song, use the same closing song during each storytime so that families know what to expect. Consistent elements of your storytime create an environment where kids know the rules (or the code!) for your program.

EXTENSION ACTIVITY: MAKE A CALENDAR

Calendars are a great way to introduce the concept of a loop – the days of the week and months of the year follow a predictable, repeating cycle. Show kids how to make a calendar for the month, or for a whole year. Talk about holidays that always happen on the same day, and have them draw in their birthday or other important event.