

## TEACHER GUIDE

### Explore Stimulus

Session Objectives By the end of the session students should:	Evidence of Session Success Facilitators and observers should see:
<ul style="list-style-type: none"> <li>● <b>Describe</b> the effects of a computing innovation.</li> <li>● <b>Describe</b> the purpose of a computing innovation.</li> <li>● <b>Describe</b> how the data is processed in a computing innovation.</li> </ul>	<ul style="list-style-type: none"> <li>● Students accurately identify computing innovations.</li> <li>● Students are able to discuss the harmful and beneficial effects of a computing innovation.</li> <li>● Students are able to identify and engage in discussion about privacy, security and storage concerns.</li> </ul>

Session Materials
<p><b>Students will need:</b></p> <ul style="list-style-type: none"> <li>● Instructions for ensuring access/readiness during session</li> <li>● Participant guide</li> </ul> <p><b>Additional presenter materials:</b></p> <ul style="list-style-type: none"> <li>● <a href="#">Hook Kahoot</a></li> <li>● Participant guide key</li> <li>● <a href="#">Article on The Guardian</a> about an AI startup erasing call center accents(basis for second reading passage)</li> </ul>

**Preparing for the session**

If you choose to utilize Pear Deck, be sure to have the [Add-On for Pear Deck](#) installed in order to present with Pear Deck. In order for Google Slide Animations to work while presenting from Pear Deck, you will need to install the extension [Pear Deck Power-Up](#). For help with presenting with Pear Deck, go to [How To Present a Pear Deck](#).

**Hook Activity/Pre-Assessment (5-10 minutes)**

- Engage students in a game of [Hook Kahoot](#), a review of computing innovations.
- Students are provided the questions in their Participant Guide so that they have them as a study resource. Encourage students to follow along, making sure to write down the correct answer.
- Briefly review the answers after the Kahoot game is complete to make sure they have the correct answer written down.

**Mini Lessons (20 minutes)**

- Lesson 1: Remind students what a computing innovation is.
- Lesson 2: Students select a computing innovation and answer the 4 questions regarding the computing innovation.
- Lesson 3: Information on Single Select Questions with a Reading Passage.
- Lesson 1 and Lesson 3 can be a quick read for the students. Spend most of the 20 minutes on Lesson 2. Read the Key for a sample answer using a FitBit as an example.

**Guided Problem-Solving Activities (30 minutes)**

Point out these tips and tricks in the Participant Guide:

- There are two sets of reading passage questions. The first set of three questions mimics the flowchart format provided in the CED. The second set of five questions are based on an article in The Guardian. The name of the software is an alias. Read the article linked at the top of this facilitator guide for more information.

**Closing/Reflection (~5 minutes)**

- Encourage students to reflect on what they've learned in this session.
- Guide students through the brief reflection exercise at the end of the Participant Guide. Pre-determine how you want students to share their reflections.
- Make sure everyone is aware of the Online Student Support Module AP CSP: Explore Stimulus (asynchronous module) that goes along with this topic. They will find summaries, readings, videos, and practice problems there. You will need to provide information to students so that they may register to access this resource.