**Code.org Course Two: Task Lesson Plan**

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| * Task Outline | | | |
| **Session #/Title** | **Standard(s)** | **Time** | **Preparation/Materials** |
| Session 1/ Unplugged: Graph Paper Programming | **ISTE**: 1.b, 1.c, 2.d, 4.b, 4.d   * **CSTA**: CPP.L1:3-04, CPP.L1:6-05, CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L2-07 * **NGSS**: K-2-PS3-2, 3-5-ETS1-2 * **CC Mathematical Practices**: 1, 2, 3, 6, 7, 8 * **CC Math Standards**: 2.G.2 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | 30 minutes | * Lesson Video * Four-by-Fours Activity Worksheet * Graph Paper Programming Assessment * Computers * Headphones |
| Session 2/ Unplugged: Real-Life Algorithms: Paper Airplanes | **ISTE**: 1.c, 1.c, 2.b, 2.d, 4.b, 6.c  **CSTA**: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1:3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06CC  **NGSS**: K-2-PS3-2, 3-5-ETS1-2  **CC Mathematical Practices:** 1, 2, 3, 6, 7, 8  **CC Math Standards**: 1.G.1, 2.G.3, 3.G.2  **CC ELA**: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | 30 minutes | * [Lesson Video](https://www.youtube.com/watch?v=AWqo8Gxtrjs) * Paper for airplanes * Real Life Algorithms Worksheet * Daily Algorithms Assessment Worksheet * Scissors * Computers * Headphones |
| Session 3/ Maze: Sequence | **ISTE**: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d  **CSTA**: CT.L1:3-01, CL.L1:3-02, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12  **NGSS**: K-2-PS3-2, 3-5-ETS1-2  **CC Mathematical Practices**: 1, 2, 5, 6, 7, 8  **CC Math Standards**: 1.OA.A.1, 2.OA.A.1, 3.OA.3  **CC ELA**: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | 30 minutes | * [Course 2-Maze Intro Video](https://www.youtube.com/watch?v=h7NtxHTrqgU) * Computers * Headphones |
| Session 4/ Artist: Sequence | **ISTE**: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d  **CSTA**: CT.L1:3-01, CL.L1:3-02, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12  **NGSS**:K-2-PS3-2, 3-5-ETS1-2  **CC Mathematical Practices**: 1, 2, 4, 5, 6, 7, 8  **CC Math Standards**: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.A.1, 3.OA.3, 3.GA.2  CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | 30 minutes | * [Artist Intro Video](https://www.youtube.com/watch?v=MUavAHn-QUg) * Computers * Headphones |
| Session 5/ Getting Loopy | **ISTE**: 1.c, 2.d, 4.b, 6.a  **CSTA**: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1.3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06, CT.L3A-03  **NGSS**: K-2-PS3-2, 3-5-ETS1-2  **Mathematical Practices**: 1, 2, 4, 6, 7, 8  **CC Math Standards**: 1.MD.4  **CC ELA**: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | 30 minutes | * Getting Loopy: Unplugged Loops Activity * [Unplugged Getting Loopy video](https://www.youtube.com/watch?v=JoKTqHCni0M) * Computers * Headphones |
| Session 6/ Maze: Loops | **ISTE**: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d  **CSTA**: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03  **NGSS**:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **CC Mathematical Practices**: 1, 2, 4, 5, 6, 7, 8  **CC Math Standards**: 1.OA.A.1, 2.OA.A.1, 3.OA.3  CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * Computers * Headphones |
| Session 7/ Artist: Loops | **ISTE**: 1.a,1.b,1.c, 4.b, 6.a, 6.c, 6.d  **CSTA**: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03  **NGSS**:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **CC Mathematical Practices**: 1, 2, 3, 4, 5, 6, 7, 8  **CC Math Standards**: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.A.1, 3.OA.3, 3.G.A.2  **CC ELA**: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * [Video, Artists Loops](https://videos.code.org/2014/C2-artist-loops.mp4) * Computers * Headphones * Protractors |
| Session 8/ Bee: Loops | **ISTE**: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d  **CSTA**: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03  **NGSS**: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **CC Mathematical Practices**: 1, 2, 4, 5, 6, 7, 8  CC Math Standards: 1.OA.A.1, 2.OA.A.1, 3.OA.3  **CC ELA**: SL.1.1, L.1.6 , SL.2.1, L.2.6, SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * [Bee Loops Video](http://youtu.be/4W9TAxGJyyU) * Computers * Headphones |
| Session 9/ Unplugged: Relay Programming | **ISTE**: 1.a, 1.c, 2.d, 4.b, 4.d,6.a  **CSTA**: CT.L1:3-01, CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CT.L2-01, CT.L2-03, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12, CPP.L1.3-04, CPP.L1:6-05  **NGSS**: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **CC Mathematical Practices**: 1, 2, 3, 6, 7, 8  **CC Math Standards**: 2.G.2  CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1, SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * [Relay Programming Video](http://youtu.be/l5MKkXbzOsk) * Blank Paper or Index Cards * Relay Programming Activity sheets * Relay Programming Assessment |
| Session 10/ Bee: Debugging | **ISTE**: 1.a, 1.c, 4.b, 4.c, 4.d, 6.a, 6.c, 6.d  **CSTA**: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12 CPP.L1:6-05, CPP.L1:6-06, CT.L3A-03  **NGSS**:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **Mathematical Practices**: 1, 2, 4, 5, 6, 7, 8  **CC Math Standards**: 1.OA.1, 2.OA.A.1, 3.OA.3  **CC ELA**: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * [Bee Debugging Video](http://youtu.be/g9lQgtcHGRg) * Computers * Headphones |
| Session 11/ Artist: Debugging | **ISTE**: 1.a, 1.c, 4.b, 4.d, 6.a, 6.c, 6.d  **CSTA**: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12 CPP.L1:6-05, CPP.L1:6-06, CT.L3A-03  **NGSS**:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **Mathematical Practices**: 1, 2, 4, 5, 6, 7, 8  **CC Math Standards**: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.2, 2.G.A.1, 2, 2.MD.5, 3.OA.3, 3.G.A.2  **CC ELA**: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * [Artist Debugging Video](http://youtu.be/ILgKunIAdqM) * Computers * Headphones |
| Session 12/ Unplugged: Conditionals with Cards | **ISTE**: 1.a, 1.c, 2.d, 4.b, 6.a  **CSTA**: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1.3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06, CT.L3A-03  **NGSS**: 3-5-ETS1-2  **Mathematical Practices**: 1, 2, 4, 6, 7, 8  **CC Math Standards**: 1.MD.4  **CC ELA**: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.  6 SL.3.1. SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * Playing Cards * Paper * Pens and Pencils * Conditionals with Cards Assessment |
| Session 13/ Bee: Conditionals | **ISTE**: 1.a, 1.c, 4.b, 4.d, 6.a, 6.c, 6.d  **CSTA**: CT.L1:3-02, CT.L1:3-03, CPP.L1:6-05, CPP.L1:6-06, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-012, CT.L2-14, CT.L3A-03  **NGSS**: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **Mathematical Practices**: 1, 2, 4, 5, 6, 7, 8  **CC Math Standards**: 1.OA.1, 2.OA.1, 2.G.2, 2.MD.5, 2.NBT.A.4, 3.OA.3  **CC ELA**: SL.1.1, L.1.6 SL.2.1, L.2.6 SL.3.1, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * Computers * Headphones |
| Session 14/ Unplugged: Binary Bracelets | **ISTE**: 1.a, 1.c, 2.d, 4.b, 6.a, 6.d  **CSTA**: CT.L1:3-03, CT.L1:6-03, CT.L1:3-05, CT.L2-07, CT.L2-08  NGSS: K-2-PS3-2, K-2-ETS1-1  **Mathematical Practices**: 1, 2, 4, 6, 7, 8  **CC ELA**: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * Binary Bracelet Worksheet * Binary Assessment * Pens and Pencils * Scissors |
| Session 15/ Unplugged: The Big Event | **ISTE**: 1.a, 4.b, 6.a  **CSTA**: CPP.L1:3-04, CT.L1:6-02, CT.L1:6-05, CT.L1:6-01, CT.L2-06  **NGSS**: K-2-ETS1-1  **Mathematical Practices**: 1, 2, 6, 7, 8  **CC ELA**: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * The Big Event Activity Worksheet * The Big Event: Controlling by Events Assessment * Pens, pencils, and markers |
| Session 16/ Flappy | **ISTE**: 1.a, 1.b, 1.c, 4.b, 6.a, 6.c, 6.d  **CSTA**: CL.L1:3-02, CL.L1:6-01, CPP.L1:6-05, CPP.L1:6-06, CT. L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12  **NGSS**:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **CC** **Mathematical Practices**: 1, 2, 5, 6, 7, 8  **CC ELA**: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * Computers * Headphones |
| Session 17/ Play Lab: Create a Story | **ISTE**: 1.a, 1.b, 1.c, 4.b, 6.a, 6.c, 6.d  **CSTA**: CT.L1:3-01, CL.L1:3-02, CL.L1:6-01, CPP.L1:3-03, CPP.L1:6-03, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12  **NGSS**: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2  **CC Mathematical Practices**: 1, 2, 5, 6, 7, 8  **CC Math Standards**: 1.OA.A.1, 2.OA.A.1, 2.MD.5  **CC ELA**: SL.1.1, SL.1.5, L.1.6, W.1.6 SL.2.1, SL.2.5, L.2.6, W.2.3 SL.3.1, SL.3.6, W.3.3. W3.6  **Ed Tech**: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | 30 minutes | * [Play Lab-Create a Story Video](http://youtu.be/GVl6cLxMmTs) * Computers * Headphones |
| Session 18/ Unplugged: Your Digital Footprint | **ISTE**: 5.a, 5.b, 6.a  **CSTA**: CI.L1:3-01, CPP.L2-06  **CC ELA**: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6  **Ed Tech**: K: 1.1.2, 2.1.1, 2.1.2, 2.2.1 1: 2.1.1, 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.1, 2.1.2, 2.2.2, 2.3.1 | 30 minutes | * [Pause and Think Online Video](http://youtu.be/rgbZAWnOWOo) * Animal Tracks Chart * Your Digital Footprint: Staying Safe and Responsible Assessment * Pens and Pencils |

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| Session One: Unplugged-Graph Paper Programming | | Timeframe: 30 minutes | |
| *Background:*  This lesson proivides an initial introduction to computer programming. | | | |
| Materials:   * [Lesson Video](https://www.youtube.com/watch?v=Y_paSrH2ffw) * Four-by-Fours Activity Worksheet * Graph Paper Programming Assessment * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.b, 1.c, 2.d, 4.b, 4.d * CSTA: CPP.L1:3-04, CPP.L1:6-05, CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L2-07 * NGSS: K-2-PS3-2, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 3, 6, 7, 8 * CC Math Standards: 2.G.2 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.b, 1.c, 2.d, 4.b, 4.d * CSTA: CPP.L1:3-04, CPP.L1:6-05, CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L2-07 * NGSS: K-2-PS3-2, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 3, 6, 7, 8 * CC Math Standards: 2.G.2 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.2c, 2.3.1a 4: 2.1.2a 5: 1.3.1c, 2.1.2a, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.2a, | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will begin by introducing vocabulary words **algorithm** and **program** to students. * Teacher will explain how to play **Graph Paper Programming**. | * Students will practice **Graph Paper Programming** with partners, trading their papers back and forth. | | * Students will be assessed using the **Graph Paper Programming Assessment** * Students can also be assed by completing **Stage 1: Graph Paper Progamming Assessment 1 and 2** online. (Having students use the online assessment will track students progress) |

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| Session Two: Unplugged-Real-Life Algorithms: Paper Airplanes | | Timeframe: 30 minutes | |
| *Background:*  Students will create paper airplanes to help students understand the connection between algorithms in the real world and online. | | | |
| Materials:   * [Lesson Video](https://www.youtube.com/watch?v=AWqo8Gxtrjs) * Paper for airplanes * Real Life Algorithms Worksheet * Daily Algorithms Assessment Worksheet * Scissors * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.c, 1.c, 2.b, 2.d, 4.b, 6.c * CSTA: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1:3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06CC * NGSS: K-2-PS3-2, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 3, 6, 7, 8 * CC Math Standards: 1.G.1, 2.G.3, 3.G.2 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.c, 1.c, 2.b, 2.d, 4.b, 6.c * CSTA: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1:3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06CC * NGSS: K-2-PS3-2, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 3, 6, 7, 8 * CC Math Standards: 1.G.1, 2.G.3, 3.G.2 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.2c, 2.3.1a 4: 2.1.2a 5: 1.3.1c, 2.1.2a, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review Lesson 1 and review the term **algorithm.** * Teachers will guide a whole group lesson, asking students, “What did you do to get ready this morning?” * Teacher will explain that algorithms can be created for the things we do every day. * Teacher will ask students how to make breakfast, brush their teeth, etc. listing the steps for the students. | * Students will work in small groups or partners to complete **Real Life Algorithm Worksheet: Paper Airplanes** * Students will trade their worksheet with another group or partner and have them follow the steps listed on their completed algorithm worksheet. | | * Students will be assessed using the **Daily Algorithms Assessment Worksheet**. * Students can also be assessed by completing **Stage 2: Real-Life Algorithms: Paper Airplanes 1 and 2** online. |

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| Session Three: Maze: Sequence | | Timeframe: 30 minutes | |
| *Background:*  Students will continue to build on their understanding of algorithms by coding online. | | | |
| Materials:   * [Course 2-Maze Intro Video](https://www.youtube.com/watch?v=h7NtxHTrqgU) * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CT.L1:3-01, CL.L1:3-02, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12 * NGSS: K-2-PS3-2, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CT.L1:3-01, CL.L1:3-02, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12 * NGSS: K-2-PS3-2, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.2c, 2.3.1a 4: 2.1.2a 5: 1.3.1c, 2.1.2a, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * The teacher will introduce “blockly” coding to students using the [Course 2-Maze Intro](https://www.youtube.com/watch?v=h7NtxHTrqgU) video. | * Students will complete **Stage 3: Maze Sequence 1-9** online using blockly coding to create a sequenced algorithm that will take the Angry Bird to the Pig. * NEEDS EXTEENSION ACTIVITY FOR STUDENTS THAT FINISH EARLY | | * Students will be assessed by completing **Stage 3: Maze Sequence 10-11** online. |

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| Session Four: Artist: Sequence | | Timeframe: 30 minutes | |
| *Background:*  Students will continue to build on their understanding of algorithms by coding online. | | | |
| Materials:   * [Artist Intro Video](https://www.youtube.com/watch?v=MUavAHn-QUg) * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CT.L1:3-01, CL.L1:3-02, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12 * NGSS:K-2-PS3-2, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.A.1, 3.OA.3, 3.GA.2 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CT.L1:3-01, CL.L1:3-02, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12 * NGSS:K-2-PS3-2, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.A.1, 3.OA.3, 3.GA.2 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.2c, 2.3.1a 4: 2.1.2a 5: 1.3.1c, 2.1.2a, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will introduce pixels and degrees to students using the [Artist Intro Video.](https://www.youtube.com/watch?v=MUavAHn-QUg) | * Students will complete **Stage 4: Artist: Sequence 1-10** online using blockly coding to create a sequenced algorithm that will help the artist complete the picture. * NEEDS EXTEENSION ACTIVITY FOR STUDENTS THAT FINISH EARLY | | * Students will be assessed by completing **Stage 4: Artist: Sequence 11-12** online. |

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| Session Five: Unplugged: Getting Loopy | | Timeframe: 30 minutes | |
| *Background:*  Students will build upon their knowledge of algorithms by learning how to code loops online. | | | |
| Materials:   * Getting Loopy: Unplugged Loops Activity * [Unplugged Getting Loopy video](https://www.youtube.com/watch?v=JoKTqHCni0M) * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.c, 2.d, 4.b, 6.a * CSTA: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1.3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06, CT.L3A-03 * NGSS: K-2-PS3-2, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 6, 7, 8 * CC Math Standards: 1.MD.4 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.2, 2.3.1 4: 2.1.2 5: 1.3.1, 2.1.2, 2.3.2 6: 2.1.2, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.c, 2.d, 4.b, 6.a * CSTA: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1.3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06, CT.L3A-03 * NGSS: K-2-PS3-2, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 6, 7, 8 * CC Math Standards: 1.MD.4 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.2c, 2.3.1a 4: 2.1.2a 5: 1.3.1c, 2.1.2a, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review previous lesson. * Teacher will introduce the term **loop** by asking one student to walk around an object in the classroom. When the student finishes, they are asked to repeat the process again and again. * Teacher plays [Unplugged Getting Loopy video](https://www.youtube.com/watch?v=JoKTqHCni0M) | * Students will practice looping dance using the two paged **Getting Loopy: Unplugged Loops Activity.** | | * Students will be assessed by completing **Stage 5: Getting Loopy 1** online. |

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| Session Six: Maze: Loops | | Timeframe: 30 minutes | |
| *Background:*  Students will continue to build on their knowledge of loops by creating looping algorithms online. | | | |
| Materials:   * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review loops and why they are used. | * Students will complete **Stage 6: Maze: Loops 1-11** online using blockly coding to create a looping algorithm that will help the characters complete their goals. | | * Students will be assessed by completing **Stage 6: Maze: Loops 12-14** online. |

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| Session Seven: Artist: Loops | | Timeframe: 30 minutes | |
| *Background:*  Students will continue to build upon their knowledge of loops by learning to create more complex images. | | | |
| Materials:   * [Artists Loops Video](https://videos.code.org/2014/C2-artist-loops.mp4) * Computers * Headphones * Protractors | | | |
| **Standard(s):**   * ISTE: 1.a,1.b,1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 3, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.A.1, 3.OA.3, 3.G.A.2 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a,1.b,1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 3, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.A.1, 3.OA.3, 3.G.A.2 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review loops and why they are used. | * Students will complete **Stage 7: Artist: Loops 1-13** online using blockly coding to create a looping algorithm that will help the artist complete the picture. * Students may need protractors to help them understand different angle degrees. | | * Students will be assessed by completing **Stage 6: Maze: Loops 14-16** online. |

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| Session Eight: Bee: Loops | | Timeframe: 30 minutes | |
| *Background:*  Students will build upon their knowledge of looping by adding actions to their codes. | | | |
| Materials:   * [Bee Loops Video](http://youtu.be/4W9TAxGJyyU) * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6 , SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L3A-03 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6 , SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review loops and why they are used. | * Students will complete **Stage 8: Bee: Loops 1-12** online using blockly coding to create a looping algorithm that will help the bee complete his goal. | | * Students will be assessed by completing **Stage 8: Bee: Loops 13-14** online. |

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| Session Nine: Unplugged: Relay Programming | | Timeframe: 30 minutes | |
| *Background:*  Students will build upon their knowledge of coding by learning how to debug programs. | | | |
| Materials:   * [Relay Programming Video](http://youtu.be/l5MKkXbzOsk) * Blank Paper or Index Cards * Relay Programming Activity sheets * Relay Programming Assessment | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 2.d, 4.b, 4.d,6.a * CSTA: CT.L1:3-01, CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CT.L2-01, CT.L2-03, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12, CPP.L1.3-04, CPP.L1:6-05 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 3, 6, 7, 8 * CC Math Standards: 2.G.2 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1, SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 2.d, 4.b, 4.d,6.a * CSTA: CT.L1:3-01, CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CT.L2-01, CT.L2-03, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12, CPP.L1.3-04, CPP.L1:6-05 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 3, 6, 7, 8 * CC Math Standards: 2.G.2 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1, SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review previous lesson and graph paper programming. * Teacher will introduce the term, **debugging**. * Teacher will explains how to play “Relay Programming.” | * Students will play “Relay Programming” in groups of 3-5 using the **Relay Programming Activity Sheets**. | | * Students will be assessed by completing **Stage 9: Relay Programming Assessment: Debugging 1-2** online. |

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| Session Ten: Bee: Debugging | | Timeframe: 30 minutes | |
| *Background:*  Students will deepen their knowledge of debugging programs through online practice. | | | |
| Materials:   * [Bee Debugging Video](http://youtu.be/g9lQgtcHGRg) * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 4.b, 4.c, 4.d, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12 CPP.L1:6-05, CPP.L1:6-06, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 4.b, 4.c, 4.d, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12 CPP.L1:6-05, CPP.L1:6-06, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 2.OA.A.1, 3.OA.3 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review debugging. | * Students will complete **Stage 10: Bee: Debugging 1-10** online using blockly coding to debug programs. | | * Students will be assessed by completing **Stage 10: Bee: Debugging 11** online. |

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| Session Eleven: Artist: Debugging | | Timeframe: 30 minutes | |
| *Background:*  Students will deepen their knowledge of debugging programs through online practice. | | | |
| Materials:   * [Artist Debugging Video](http://youtu.be/ILgKunIAdqM) * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 4.b, 4.d, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12 CPP.L1:6-05, CPP.L1:6-06, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.2, 2.G.A.1, 2, 2.MD.5, 3.OA.3, 3.G.A.2 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 4.b, 4.d, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12 CPP.L1:6-05, CPP.L1:6-06, CT.L3A-03 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 1.G.A.1, 1.G.A.2, 2.OA.1, 2.G.2, 2.G.A.1, 2, 2.MD.5, 3.OA.3, 3.G.A.2 * CC ELA: SL.1.1, L.1.6, SL.2.1, L.2.6, SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review debugging. | * Students will complete **Stage 11: Artist: Debugging 1-10** online using blockly coding to debug programs. | | * Students will be assessed by completing **Stage 11: Artist: Debugging 11-12** online. |

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| Session Twelve: Unplugged: Conditionals with Cards | | Timeframe: 30 minutes | |
| *Background:*  Students will continue their learning of debugging, by learning about conditionals. | | | |
| Materials:   * Playing Cards * Paper * Pens and Pencils * Conditionals with Cards Assessment | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 2.d, 4.b, 6.a * CSTA: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1.3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06, CT.L3A-03 * NGSS: 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 6, 7, 8 * CC Math Standards: 1.MD.4 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2. * 6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 2.d, 4.b, 6.a * CSTA: CT.L1:3-03, CT.L1:6-01, CT.L1:6-02, CT.L1:6-05, CPP.L1.3-04, CPP.L1:6-05, CT.L2-03, CT.L2-06, CT.L3A-03 * NGSS: 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 6, 7, 8 * CC Math Standards: 1.MD.4 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2. * 6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review debugging with students. * Teacher will introduce the term, **conditionals.** * Teacher will explain how to play, Conditionals with Cards. | * Students will play **Conditionals with Cards** as teams. | | * Students will be assessed by completeing **Conditionals with Cards Assessment.** |

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| Session Thirteen: Bee: Conditionals | | Timeframe: 30 minutes | |
| *Background:*  Students will build upon their knowledge of conditionals through online practice. | | | |
| Materials:   * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 4.b, 4.d, 6.a, 6.c, 6.d * CSTA: CT.L1:3-02, CT.L1:3-03, CPP.L1:6-05, CPP.L1:6-06, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-012, CT.L2-14, CT.L3A-03 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 2.OA.1, 2.G.2, 2.MD.5, 2.NBT.A.4, 3.OA.3 * CC ELA: SL.1.1, L.1.6 SL.2.1, L.2.6 SL.3.1, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 4.b, 4.d, 6.a, 6.c, 6.d * CSTA: CT.L1:3-02, CT.L1:3-03, CPP.L1:6-05, CPP.L1:6-06, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-012, CT.L2-14, CT.L3A-03 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 * CC Math Standards: 1.OA.1, 2.OA.1, 2.G.2, 2.MD.5, 2.NBT.A.4, 3.OA.3 * CC ELA: SL.1.1, L.1.6 SL.2.1, L.2.6 SL.3.1, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review conditionals. | * Students will complete **Stage 13: Bee: Conditionals 1-12** online using blockly coding to create programs using conditionals. | | * Students will be assessed by completing **Stage 13: Bee: Conditionals 11-12** online. |

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| Session Fourteen: Unplugged: Binary Bracelets | | Timeframe: 30 minutes | |
| *Background:*  Students will build upon their knowledge of programming by learning about binary. | | | |
| Materials:   * Binary Bracelet Worksheet * Binary Assessment * Pens and Pencils * Scissors | | | |
| **Standard(s):**   * ISTE: 1.a, 1.c, 2.d, 4.b, 6.a, 6.d * CSTA: CT.L1:3-03, CT.L1:6-03, CT.L1:3-05, CT.L2-07, CT.L2-08 * NGSS: K-2-PS3-2, K-2-ETS1-1 * Mathematical Practices: 1, 2, 4, 6, 7, 8 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.c, 2.d, 4.b, 6.a, 6.d * CSTA: CT.L1:3-03, CT.L1:6-03, CT.L1:3-05, CT.L2-07, CT.L2-08 * NGSS: K-2-PS3-2, K-2-ETS1-1 * Mathematical Practices: 1, 2, 4, 6, 7, 8 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review previous lesson. * Teacher will introduce the term **binary**. * Teacher will explain to how use the Binary Bracelets Worksheet. | * Students will work individually, in pairs, or small groups to complete Binary Bracelets Worksheet. | | * Students will be assessed by completeing the Binary Bracelets Assessment. |

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| Session Fifteen: Unplugged: The Big Event | | Timeframe: 30 minutes | |
| *Background:*  Students will build upon their knowledge of coding by learning about events online. | | | |
| Materials:   * The Big Event Activity Worksheet * The Big Event: Controlling by Events Assessment * Pens, pencils, and markers | | | |
| **Standard(s):**   * ISTE: 1.a, 4.b, 6.a * CSTA: CPP.L1:3-04, CT.L1:6-02, CT.L1:6-05, CT.L1:6-01, CT.L2-06 * NGSS: K-2-ETS1-1 * Mathematical Practices: 1, 2, 6, 7, 8 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 4.b, 6.a * CSTA: CPP.L1:3-04, CT.L1:6-02, CT.L1:6-05, CT.L1:6-01, CT.L2-06 * NGSS: K-2-ETS1-1 * Mathematical Practices: 1, 2, 6, 7, 8 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review previous lesson. * Teacher will introduce the term **event.** | * Students will work whole group to complete the Big Event Activity game. | | * Students will be assessed by completing The Big Event: Controlling by Events Assessment. |

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| Session Sixteen: Flappy | | Timeframe: 30 minutes | |
| *Background:*  Students will build upon their knowledge of events by creating their own Flappy game. | | | |
| Materials:   * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.b, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CL.L1:6-01, CPP.L1:6-05, CPP.L1:6-06, CT. L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 5, 6, 7, 8 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.b, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CL.L1:3-02, CL.L1:6-01, CPP.L1:6-05, CPP.L1:6-06, CT. L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12 * NGSS:K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 5, 6, 7, 8 * CC ELA: SL.1.1, SL.1.2, L.1.6 SL.2.1, SL.2.2, L.2.6 SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review the previous lesson on events. | * Students will complete **Stage 16: Flappy 1-9** online using blockly coding to create programs using events. | | * Students will be assessed by completing **Stage 16: Flappy 10** online. |

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| Session Seventeen: Play Lab: Create a Story | | Timeframe: 30 minutes | |
| *Background:*  Students will apply what they have learned about computer coding to create an animated story. | | | |
| Materials:   * [Play Lab-Create a Story Video](http://youtu.be/GVl6cLxMmTs) * Computers * Headphones | | | |
| **Standard(s):**   * ISTE: 1.a, 1.b, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CT.L1:3-01, CL.L1:3-02, CL.L1:6-01, CPP.L1:3-03, CPP.L1:6-03, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 2.MD.5 * CC ELA: SL.1.1, SL.1.5, L.1.6, W.1.6 SL.2.1, SL.2.5, L.2.6, W.2.3 SL.3.1, SL.3.6, W.3.3. W3.6 * Ed Tech: K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 1.a, 1.b, 1.c, 4.b, 6.a, 6.c, 6.d * CSTA: CT.L1:3-01, CL.L1:3-02, CL.L1:6-01, CPP.L1:3-03, CPP.L1:6-03, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12 * NGSS: K-2-PS3-2, K-2-ETS1-1, 3-5-ETS1-2 * CC Mathematical Practices: 1, 2, 5, 6, 7, 8 * CC Math Standards: 1.OA.A.1, 2.OA.A.1, 2.MD.5 * CC ELA: SL.1.1, SL.1.5, L.1.6, W.1.6 SL.2.1, SL.2.5, L.2.6, W.2.3 SL.3.1, SL.3.6, W.3.3. W3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1b, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.1d, 2.2.1e, 2.2.1f, 2.2.2c, 2.3.1a 4: 2.1.2a, 2.2.1h, 2.2.1n 5: 1.3.1c, 2.1.2a, 2.2.1n, 2.3.2b, 2.3.2c 6: 2.1.2a, 2.2.1n, 2.2.2a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review the previous lesson. * Teacher will introduce Play Lab: Create a Story. | * Students will complete **Stage 17: Play Lab: Create a Story 1-10** online using blockly coding to create a story using what students have learned about computer coding. | | * Students will be assessed by completing **Stage 17: Play Lab: Create a Story 11** online. |

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| Session Eighteen: Unplugged: Digital Footprint (K-3) | | Timeframe: 30 minutes | |
| *Background:*  Students will learn about their digital footprint and how to stay safe online. \*\*Recommended for grades K-3\*\* | | | |
| Materials:   * [Pause and Think Online Video](http://youtu.be/rgbZAWnOWOo) * Animal Tracks Chart * Your Digital Footprint: Staying Safe and Responsible Assessment * Pens and Pencils | | | |
| **Standard(s):**   * ISTE: 5.a, 5.b, 6.a * CSTA: CI.L1:3-01, CPP.L2-06 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2, 2.1.1, 2.1.2, 2.2.1 1: 2.1.1, 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.1, 2.1.2, 2.2.2, 2.3.1 | | | |
| Lesson Learning Targets (which Content area and/or Ed Tech targets will be addressed in this lesson):   * ISTE: 5.a, 5.b, 6.a * CSTA: CI.L1:3-01, CPP.L2-06 * CC ELA: SL.1.1, SL.1.2, L.1.6, SL.2.1, SL.2.2, L.2.6, SL.3.1. SL.3.3, L.3.6 * Ed Tech: K: 1.1.2a, 2.1.2a, 2.2.1a 1: 2.1.2a, 2.2.1.a 2: 1.1.1b, 1.3.1a, 1.3.3a, 2.1.2a, 2.2.1c, 2.3.2a 3: 2.1.2a, 2.2.2c, 2.3.1a | | | |
| Teach, Engage, and Explore | Guided/Independent Practice | | Evaluate (formative assessment) |
| * Teacher will review what students have learned about computer coding. * Teacher will introduce the term **digital footprint**. * Teacher will explain how to play Follow the Digital Trail. | * Students will complete the Animal Tracks Chart in groups of four. | | * Students will be assessed by completing Your Digital Footprint: Staying Safe and Responsible Assessment. * Students will be assessed by completing **Stage 18: Your Digital Footprint 1** online. |

**Task Rubric**

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| **Standard** | **Description** | **Performance Indicators** | **Points** |
|  |  | Insert level 1 descriptor. | 1 |
| Insert level 2 descriptor. | 2 |
| Insert level 3 descriptor. | 3 |
| Insert level 4 descriptor. | 4 |
|  |  | Insert level 1 descriptor. | 1 |
| Insert level 2 descriptor. | 2 |
| Insert level 3 descriptor. | 3 |
| Insert level 4 descriptor. | 4 |
|  |  | Insert level 1 descriptor. | 1 |
| Insert level 2 descriptor. | 2 |
| Insert level 3 descriptor. | 3 |
| Insert level 4 descriptor. | 4 |

**Insert grade level specific Ed Tech Scoring Rubric below (as the last page if needed)**

**Insert grade level specific Ed Tech Scoring Rubric here**