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| Lesson Plan d | Topic -Coding | Lesson Duration January-Feb (1eDesigning Coherent Instruction) |
| Standard (Setting Instructional Outcome) | Essential Questions | Learning Objective (1cSetting Instructional Outcomes) |
| ional thinker ommunicator | What is coding? | LT-I can practice communicating ideas by using codes symbols. LT-I can use commands as ordered steps to create a program. |
| Relevance (Demonstrating Knowledge of Students) | Academic Vocabulary (1aKnowledge of Content) | Lesson Procedure /Activities (1aDemonstrating Knowledge of Content) |
| ence, finding problems and tions for problems in coding and ations | Code, Algorithm, Program, Command, Persistence, Debugging, Loops | <u>Lesson 1</u> - Unplugged Graph paper lesson (learning algorithms and command and code. <u>Lesson 2</u> - Intro remembering ideas from Course c (pr creating codes using blockly) <u>Lesson 3</u> -Events in Bounce (learning events and action Creating your own video game) <u>Lesson 4</u> -Intro to Loops (unplugged) <u>Lesson 5</u> -Nested Loops in Maze (Understanding using Using loops inside of loops) <u>Lesson 6</u> - Nested Loops in Artist-(You get to create s amazing drawing with nested loops) |
| Focus Skill/s | Technologies/Resources (1dDemonstrating Knowledge of Resources) | Assessments (1fDesigning Student Assessments) |
| ode.org ames and passwords ng the layout of the x, instructions,workspace, game ulary - Nested Loops -Algorithm Actions | Desktop computer Code.org (Student usernames and passwords) | Teacher checklist Code.org assessments |