

STEM Elective Distance Learning Calendar - WEEK 1

We will continue to use the code.org website to explore introductory level computer science principles. ***This is the same website that we used for our unit on animation.***

We will begin a new unit, called “**Express Course.**” This unit is designed to introduce you to a variety of coding tools and is based around popular games like Angry Birds and Minecraft.

You will also be keeping a journal. I have created a Google Doc and will share it in Google Classroom. After each lesson there will be a few questions to answer about what you did. Please complete this journal after you complete each lesson.

Please see the calendar below for the work for Week 1 (March 23rd - March 27th). I will check the assignments periodically throughout the week to provide feedback. ***Email me if you have any questions!***

I will be updating this document as needed and posting work for Weeks 2-4 soon.

Mr. Stock - stockm@mhusd.org

Remind Join Codes:
Period 5: @ec6776

Google Classroom Join Codes:
Period 5: vzyjaaq

Resources	
code.org website:	www.code.org
<div><h3>Signing In</h3><p>Your students can sign in to their Code.org accounts by going to https://code.org and clicking the “Sign in” button in the top right corner. From there, they should choose the “Continue with Google” option:</p><div>Continue with Google</div></div>	
To resume where you left off, look for the orange “Continue lesson” button:	
<div><h3>My Courses</h3><div><h4>Express Course (2019)</h4><p>You are currently working on Lesson 3: Debugging with Scrat.</p><p>Continue lesson to jump to where you left off or view the whole course to see an overview of your progress.</p><div><button>View course</button><button>Continue lesson</button></div></div></div>	

Suggested Date	Assignment
Week of March 23rd (WEEK 1)	
March 23	<p>Express Course - Lesson 1: Dance Party</p> <p>Students will be able to:</p> <ol style="list-style-type: none"> 1. Develop programs that respond to timed events 2. Develop programs that respond to user input 3. Create dance animations with code <p>Complete all of the online activities and answer the journal questions.</p>
March 24	<p>Express Course - Lesson 2: Programming with Angry Birds</p> <p>Students will be able to:</p> <ol style="list-style-type: none"> 1. Translate movements into a series of commands. 2. Identify and locate bugs in a program. <p>Complete all of the online activities and answer the journal questions.</p>
March 25	<p>Express Course - Lesson 3: Debugging with Scrat</p> <p>Students will be able to:</p> <ol style="list-style-type: none"> 1. Predict where a program will fail. 2. Modify an existing program to solve errors. 3. Reflect on the debugging process in an age-appropriate way. <p>Complete all of the online activities and answer the journal questions.</p>
March 26	<p>Express Course - Lesson 4: Collecting Treasure with Laurel</p> <p>Students will be able to:</p> <ol style="list-style-type: none"> 1. Order movement commands as sequential steps in a program. 2. Represent an algorithm as a computer program. 3. Develop problem solving and critical thinking skills by reviewing debugging practices. <p>Complete all of the online activities and answer the journal questions.</p>
March 27	<p>Express Course - Lesson 5: Creating Art with Code</p> <p>Students will be able to:</p> <ol style="list-style-type: none"> 1. Create a program to complete an image using sequential steps. 2. Break complex shapes into simple parts. <p>Complete all of the online activities and answer the journal questions.</p>