STEM Elective Distance Learning Calendar - WEEK 1

Google Classroom Join Code: **Code.org Codes:**
Period 2: mtp32b7   Period 2: SCQRRF

We will use the code.org website to explore introductory level computer science principles.
Some of you may have used this before.

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. Mr. Stock and Ms. Waddington have created a Google Doc; I 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.

Ms. Rush - *rushv@mhusd.org*

Resources
code.org website: www.code.org
Signing In 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: **Continue with Google**
To resume where you left off, look for the orange "Continue lesson" button:

My Courses

Express Course (2019)

You are currently working on Lesson 3: Debugging with Scrat.

Continue lesson to jump to where you left off or view the whole course to see an overview of your progress.

[View course] [Continue lesson]

Suggested Date	Assignment
Week of March 23rd (WEEK 1)	
March 23	**Express Course - Lesson 1: Dance Party** Students will be able to: 1. Develop programs that respond to timed events 2. Develop programs that respond to user input 3. Create dance animations with code Complete all of the online activities and answer the journal questions.
March 24	**Express Course - Lesson 2: Programming with Angry Birds** Students will be able to: 1. Translate movements into a series of commands. 2. Identify and locate bugs in a program. Complete all of the online activities and answer the journal questions.
March 25	**Express Course - Lesson 3: Debugging with Scrat** Students will be able to: 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. Complete all of the online activities and answer the journal questions.
March 26	**Express Course - Lesson 4: Collecting Treasure with Laurel** Students will be able to: 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. Complete all of the online activities and answer the journal questions.
March 27	**Express Course - Lesson 5: Creating Art with Code** Students will be able to: 1. Create a program to complete an image using sequential steps.

| | 2. Break complex shapes into simple parts. |
| | Complete all of the online activities and answer the journal questions. |