Scope and Sequence

Content Area: **Technology**
Course(s): **Technology**
Time Period: **Generic Time Period**
Length: **Length of the Course**
Status: **Published**

Course Overview

In the Tech 2 Curriculum, students will be introduced to coding and creative computing through the program Scratch, a free computer programming language from MIT. There are five units within the curriculum that build sequentially upon each other. The activities in this curriculum are designed to encourage exploration of key computational thinking concepts (sequence, loops, parallelism, events, conditionals, operators, data) and key computational thinking practices (experimenting and iterating, testing and debugging, reusing and remixing, abstracting and modularizing). Students will be encouraged to create, personalize, share, and reflect on their work.

Scope and Sequence

Order of the Unit	Title of the Unit	Time Frame
Unit 1	Introduction to Scratch	1/2 week
Unit 2	Exploring Scratch	1-1/2 weeks
Unit 3	Animations	1-1/2 weeks
Unit 4	Stories	1 week
Unit 5	Games	1-1/2 weeks
Unit 6	Diving Deeper	3 weeks