## **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.

Order of the Uni	t Title of the Unit	<b>Time Frame</b>
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

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