# March grade 2

Content Area:

**Technology** 

Course(s): Time Period:

Length:

Status:

March 4-5 Weeks Published

# **Unit Overview**

Student continue to develop coding and debugging skills to write programs.

# **Enduring Understandings**

We can create programming by using coding.

# **Essential Questions**

How do we create programming using coding?

# **Instructional Strategies & Learning Activities**

Objective: Intro to Coding - ONLINE activites code.org (Course C)

The student will be able to begin to learn and understand basic concepts about coding creating code in a "blockly" language which writes Javascript 'under the hood'.

#### **Differentiation:**

Self-paced

#### Assessment:

Teacher dashboard reports

## **Objective: Leprechaun Piggy Banks (Irish Music and Dance too!)**

Students will use "Magic" coins on top of the pot of gold to add the correct amount of money into each of the 6 leprechaun's piggy banks.

Assist as needed, print.

#### **Differentiation:**

Students may choose to add additional St. Patrick's Day stickers to project.

#### **Assessment:**

Correct amounts on printed project.

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Self-paced

# **Objective:** Intro to Coding - ONLINE activites code.org (Course C)

The student will be able to begin to learn and understand basic concepts about coding creating code in a "blockly" language which writes Javascript 'under the hood'.

#### **Procedures:**

- 1. Intro Lesson: Define "Program" as coding in simplest form > "List of instructions to complete a task"
- 2. Continue: Students progress at own rate
- 3. NOTE: Recent re-teach/demo activities: Show students how "Collect" block functions In addition to "moving" and "turning" direction, characters need to sometimes "collect" objects as shown on the project canvas.
- 4. Show students how to replay help videos (as needed).
- 5. Remind: Debugging Activities The "gray blocks" are made of "concrete" and cannot be deleted. Fix the code while using these gray blocks. Discuss how IT professionals must be detail-oriented to troubleshoot and resolve problems quickly and independently (21st century skill).

### **Differentiation:**

Self-paced

#### **Assessment:**

Teacher dashboard reports

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Teacher dashboard reports

# **Integration of Career Readiness, Life Literacies and Key Skills**

Students will learn about careers in coding.

WRK.9.1.2.CAP	Career Awareness and Planning
WRK.9.1.2.CAP.1	Make a list of different types of jobs and describe the skills associated with each job.
TECH.9.4.2.Cl.1	Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).
TECH.9.4.2.Cl.2	Demonstrate originality and inventiveness in work (e.g., 1.3A.2CR1a).
TECH.9.4.2.CT.3	Use a variety of types of thinking to solve problems (e.g., inductive, deductive).
TECH.9.4.2.TL.1	Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1).
	Individuals should practice safe behaviors when using the Internet.
	Critical thinkers must first identify a problem then develop a plan to address it to effectively solve the problem.

# **Technology and Design Integration**

See activities and standards below.

CS.CS	Computing Systems
CS.K-2.8.1.2.AP.1	Model daily processes by creating and following algorithms to complete tasks.
CS.K-2.8.1.2.AP.2	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
CS.K-2.8.1.2.AP.3	Create programs with sequences and simple loops to accomplish tasks.
CS.K-2.8.1.2.AP.5	Describe a program's sequence of events, goals, and expected outcomes.
CS.K-2.8.1.2.AP.6	Debug errors in an algorithm or program that includes sequences and simple loops.
CS.K-2.8.1.2.CS.1	Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences.
CS.K-2.8.1.2.CS.2	Explain the functions of common software and hardware components of computing systems.
CS.K-2.8.1.2.CS.3	Describe basic hardware and software problems using accurate terminology.
CS.K-2.AP	Algorithms & Programming
	Computers follow precise sequences of steps that automate tasks.
	Individuals develop and follow directions as part of daily life. A sequence of steps can be expressed as an algorithm that a computer can process.
	Individuals use computing devices to perform a variety of tasks accurately and quickly. Computing devices interpret and follow the instructions they are given literally.
	Real world information can be stored and manipulated in programs as data (e.g., numbers, words, colors, images).
	Describing a problem is the first step toward finding a solution when computing systems do not work as expected.
	Complex tasks can be broken down into simpler instructions, some of which can be broken down even further.

# **Interdisciplinary Connections**

LA.RI.2.1	Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.
LA.RI.2.2	Identify the main topic of a multiparagraph text as well as the focus of specific paragraphs within the text.
LA.RI.2.4	Determine the meaning of words and phrases in a text relevant to a grade 2 topic or subject area.
LA.RI.2.5	Know and use various text features (e.g., captions, bold print, subheadings, glossaries, indexes, electronic menus, icons) to locate key facts or information in a text efficiently.
LA.RF.2.3	Know and apply grade-level phonics and word analysis skills in decoding words.
LA.W.2.6	With guidance and support from adults, use a variety of digital tools to produce and

A computing system is composed of software and hardware.

LA.SL.2.1 Participate in collaboration with peers.

Participate in collaborative conversations with diverse partners about grade 2 topics and texts with peers and adults in small and larger groups.

LA.L.2.1 Demonstrate command of the conventions of standard English grammar and usage when

### **Differentiation**

- Understand that gifted students, just like all students, come to school to learn and be challenged.
- Pre-assess your students. Find out their areas of strength as well as those areas you may need to address before students move on.
- Consider grouping gifted students together for at least part of the school day.

writing or speaking.

- Plan for differentiation. Consider pre-assessments, extension activities, and compacting the curriculum.
- Use phrases like "You've shown you don't need more practice" or "You need more practice" instead of words like "qualify" or "eligible" when referring to extension work.
- Encourage high-ability students to take on challenges. Because they're often used to getting good grades, gifted students may be risk averse.

# • Definitions of Differentiation Components:

- o Content the specific information that is to be taught in the lesson/unit/course of instruction.
- o Process how the student will acquire the content information.
- o Product how the student will demonstrate understanding of the content.
- Learning Environment the environment where learning is taking place including physical location and/or student grouping

# Differentiation occurring in this unit:

When differentiation applies, it is listed in the sections above.

# **Modifications & Accommodations**

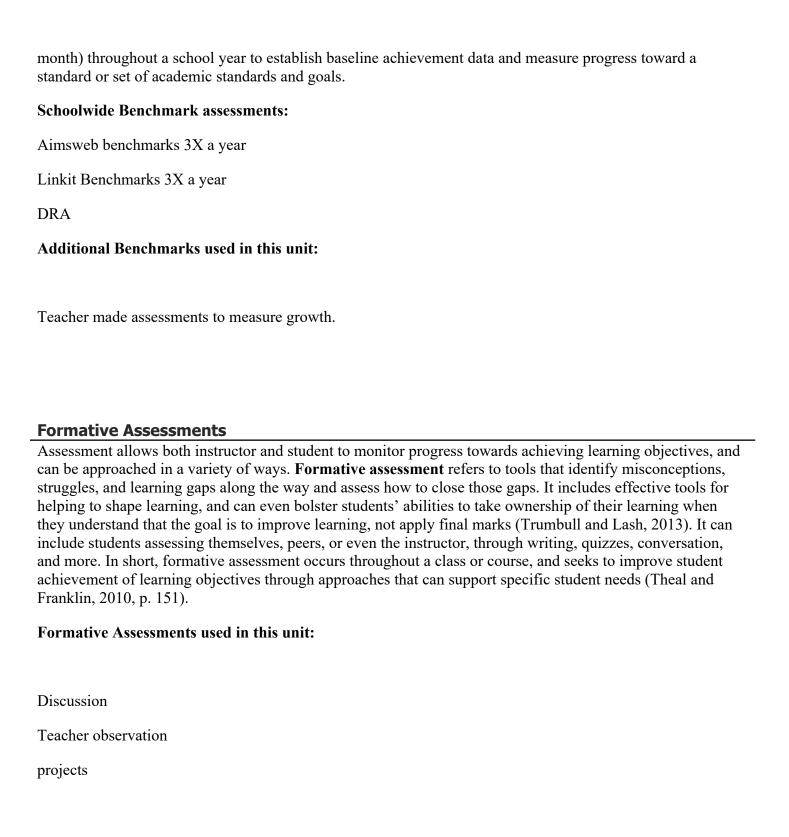
Refer to QSAC EXCEL SMALL SPED ACCOMMOCATIONS spreadsheet in this discipline.

## Modifications and Accommodations used in this unit:

IEP and 504 accommodations will be utilized.

#### **Benchmark Assessments**

Benchmark Assessments are given periodically (e.g., at the end of every quarter or as frequently as once per



#### **Summative Assessments**

**summative assessments** evaluate student learning, knowledge, proficiency, or success at the conclusion of an instructional period, like a unit, course, or program. Summative assessments are almost always formally graded and often heavily weighted (though they do not need to be). Summative assessment can be used to great effect in conjunction and alignment with formative assessment, and instructors can consider a variety of ways to combine these approaches.

Summative assessments for this unit:
Final projects
See assessment listed above.
Instructional Materials
Materials as need for projects.
Standards
See Technology Standards listed above.