MP1 Coding (Virtual)

Content Area: **G&T**
Course(s): **G&T 5**
Time Period: **Marking Period 1**
Length: **Virtual**
Status: **Published**

Activities

Unit A: Basics of Coding

- Students will:

○ Relate coding to their lives at home and school.

○ Design a game(s) using a coding program, Snap!, developed by Berkeley University.

○ Understand what a sprite is and how to create one.

- Students will:

○ Understand what problems are best solved with sequencing.

○ Use sequencing to revise code and complete coding challenges in an iterative process.

- Students will:

○ Review using lights, sounds, and animations in sequences.

○ Understand what problems are best solved with sequences.

○ Use sequences to revise code and complete coding challenges in an iterative process.

- Students will:

○ Understand what problems are best solved with sequencing.

○ Use sequencing to revise code and complete coding challenges in an iterative process.

- Students will:

○ Understand what problems are best solved with loops.

○ Use loops to revise code and complete coding challenges in an iterative process.

- Students will:

○ Demonstrate understanding of basic programming functions introduced in Level A curriculum: lights, sounds, animations, movements.

○ Learn about the beginning steps of the Design Thinking Process: Ask, Imagine, Plan.

○ Use a combination of drawing and speaking to narrate their thinking processes.

○ Explain ideas to peers and teacher audibly and clearly, with guidance and support from teacher, to improve their initial designs.