MP1 Coding (Virtual)

| Content Area: | G&T |
|---------------|------------------|
| Course(s): | G&T 5 |
| Time Period: | Marking Period 1 |
| Length: | Virtual |
| Status: | Published |
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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:
- \circ $\;$ $\;$ 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.

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