

# MP1 Coding (Virtual)

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

## Activities

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### 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.