ICS Modules

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| Strand | Title | Description | ICS3C Expectations | ICS4C Expectations |
|  | Simon Icebreaker | 1. Play game in group setting  2. Identify input and output interface objects  3. Identify state transitions between input and output  4. Develop flow chart / pseudocode description of the game. | B1.2 use the input-process-output model to solve programming problems.  B2.4 use industry-standard programming tools (e.g., structure chart, flow chart, UML [Unified Modeling Language], data flow diagram, pseudocode) to represent the structure and components of a computer program; | B4.4 use industry-standard programming tools (e.g., UML [Unified Modeling Language], diagrams, structure charts, flow charts, pseudocode) to develop a software project. |
|  | Arduino Blink | 1. Use the IDE to type in and download the basic blink program  2. Research and explain each line in the program |  |  |
|  | GitHub Basic | 1. Create a GitHub account and invite Mr. Nestor  2. |  |  |
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