

## Google CS First Curriculum Summary Tables

### Welcome Unit

Lesson	Title	Description	Concepts
1	Take a Walk	Help a character go for a relaxing stroll using code	Sequencing
2	Interactive Scene	Build an interactive scene with characters that respond to events	Events
3	Animated Card	Code a fun card with animations that you can send to friends and family	Loops
4	Meet the Neighbors	Say “hello” to all the neighbors while giving a tour of the neighborhood	Conditionals

### Introductory Units

Lesson	Storytelling		Music and Sound	
	Title	Concepts	Title	Concepts
1	Dialogue	Storytelling	Introduction & Discovery	Scratch, Programming
2	Check it Out	Scratch, Sequencing	Dance Party	Loops
3	Setting	Randomness, Loops	Musical Art	Conditionals
4	Premise	Modularity	Musical Talent Show	Loops, Conditionals
5	Characterization	Broadcast, Characterization	DJ Mixer	Variables
6	Interactive Storytelling	Conditionals	Music Video	Procedures
7	Personal Narrative	Personal Narratives	Movie Sound Effects	CS Applications
8	Your Innovation Story	Innovation	Thank You Project	Reflection

### Intermediate Units

Lesson	Friends		Fashion & Design		Art	
	Title	Concepts	Title	Concepts	Title	Concepts
1	Introduction & Explore	Scratch, Programming	Fashion Story	Scratch, Programming	Introduction & Discovery	Scratch, Sequencing
2	Two Truths & A Lie	Conditionals	Fashion Walk	Loops	Animation	Loops
3	Imaginator	Loops	Ultimate Stylist	Events	Interactive Art	Events
4	Our Story	Sequencing	Fashion Innovation	Conditionals	Paint with Tera	Variables
5	Texting Story	Procedures	Fashion Poll	Variables	Graffiti	Conditionals
6	Work Together to Win	Variables	Window Shopper	Objects, Clones	Digital Art	Conditionals
7	Create a Company	Parallelism	Pattern Maker	Procedures	Bldg. Blocks Architecture	Cloning

8	Scrapbook	Reflection, Curation	Fashion Awards	Broadcast	Greeting Card	Reflection, Creativity
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Advanced Units

Lesson	Sports		Game Design	
	Title	Concepts	Title	Concepts
1	Victory Celebration	Scratch, Programming	Gaming Story	Storytelling, Scratch
2	Sports Commentary	Events	Racing Game	Events, Movement, Repeat Blocks
3	Net Sports	Conditionals	Maze Game	Conditionals, Booleans
4	Gadget Commercial	Events, Broadcasting	Platform Game	Conditionals, Platforms
5	All-Star Passing Drill	Sensing	Escape Game	Variables, Randomness
6	Batter Up	Variables	Launcher Game	Cloning, Game Difficulty
7	Extreme Sports	Loops	Quest Game	Broadcasting, Events
8	Post-Game Interview	Reflection, Sequencing	Cave Surfing Game	Scrolling Backgrounds