LESSON SCRIPT - 2019-20120

1. Mastery Skills:

- **MS #1 Computational Thinking:** I can solve problems and build software using computational thinking principles
- **MS #2 Programming:** I can solve problems and build software using programming principles

2. Learning Objective(s)

- I will be able to write code in Scratch for a password generator project.
- Given the three levels of code provided and the past work on flowcharts and pseudocode, I will hand in a completed project.

3. Setup and Resources:

- Agenda
  - Warm up (5 minutes)
  - Discussion (5 minutes)
  - Project Password Generator/Pear Deck (35 minutes)
  - Exit ticket (5 minutes)

4. Procedure: Learning Activities/Tasks

Lesson section / Time allotted	**Teacher(s)**	**Differentiation (Strategies/Groups/Scaffolds)**	**Driving Questions**
Do Now/ Warm-Up (min)	Introduce the quote of the day and align it with the project that they will complete.		
Mini Lesson (min)	Go over the Performance Task requirements for the AP Exam. Remind students that the exam will have a performance task. Explain what pseudocode is and what a flowchart is.		Why is pseudocode important for an algorithm? What is a flowchart?
Practice / Application (min)	Give a form to the students to hand in their completed password generator project.	There are 3 different versions of the code that is scaffolded out for the students.	.
Closing / HW (min)	Ask students how they feel about their password generator project.		On a scale of 1-4 how prepared are you to showcase your password generator project?