

Week 3 Lesson 1

1. Mastery Skills (at my school it is mastery based) :

- I can solve problems and build software using computational thinking principles.
- I can solve problems and build software using programming principles.

2. Standards

- Abstraction and Decomposition 9-12.CT.4 Implement a program using a combination of student-defined and third-party functions to organize the computation.
- Clarifying Statement The focus is on having students think about how to decompose a programming problem into functions and procedures, including working around the constraints imposed by specific functions or features provided in a library.

3. Learning Objective(s)

- I will be able to describe how to draw an X using the canvas element.


4. Assessment(s):

- Students will draw a X using the canvas element.
- Students can go over what the for loop does in this example.

5. Setup and Resources:

- JavaScript for Kids (book)
- Individual computers
- Visual Studio Code
- [presentation](#)

6. Procedure: Learning Activities/Tasks

Lesson section / Time allotted	Teacher(s)	Students	Differentiation (Strategies/Groups/Scaffolds)
Do Now/ Warm-Up (10 min)	How to draw the perfect boat without lifting up or retracing your pencil.		
Mini Lesson (10 min)	For Loops		

Practice / Application (20 min)	Drawing the X		
Exit Ticket (5 min)	How many parts to a for loop?		