

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. Learning Objective(s)**

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


**3. Assessment(s):**

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

**4. Setup and Resources:**

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

**5. 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?		