

Lesson Topic	9. Design (planning) (coding)
Inquiry	What is the first step in your planning? Why does having a clear plan lead to strong coding?
Standards	<ul style="list-style-type: none"> <li>• 7-8.CT.5 / 9-12.CT.5 Making Controls</li> <li>• 7-8.CT.6 / 9-12.CT.6 Overall development and debugging of game</li> </ul>
Objective	SWBAT
Resources	Lucidchart Jamboard
Agenda	
Starter	
Guided Practice (mini lesson)	Overview of flowcharts and basic meaning of each block. Overview of pseudocode or outline (examples on page 1 of handout)
Independent Practice	Groups plan their code—get sign off on plan and begin to code Groups debug using their strategies from previous debugging lesson Check in start and end of each class—where they are at/plan to do and what they accomplished that day
Closing	Groups share plans and algorithm outlines and provide feedback
Assessment	Sign off on plans to make sure ideas are solid and groups have clear plan of action