day 1	day 2	day 3	day 4	day 5
Welcome and Overview What are your most memorable educational experience from high school?	**Morning Reflection: unplugged-to-plugged** What benefit will students gain from scaffolding lessons like we saw yesterday?	**Morning Reflection: Writing** Go over homework to look at what it really means to write in a way that conveys detail.	**Morning Reflection: Who is CSP really for?** Is the goal of reaching diverse students attainable?	**Morning Reflection: assessing student learning** How does the way we assess student learning connect back to the way we teach?
CSP: Understanding the framework Learn more about the framework of the course, and create a list of what you know and what you want to know.	**Finish Lesson Planning** Final 45 minutes to wrap up lesson planning.	**Telling the story of CSP: unit 1** Introduction to unit 1, and where the lessons being taught fit into the unit	**Group Brainstorm: recruitment** How do we recruit for the audience we've just been talking about?	**Morning Reflection: teaching programming to everyone** What are your strategies for teaching programming with equity/inquiry?
Telling the story: introduction to Code.org CSP Look specifically at the Code.org CSP course.	**Classroom Practice: U1L6, circle-triangle-square**	**Classroom Practice 3: u1l13, text compression**	**Telling the story of CSP: unit 2** Introduction to unit 2, and where the lessons taught during PD fit into the unit	**Telling the story of CSP: unit 3** An introduction to unit 3, including an overview of the lessons/concepts from the unit
Model Lesson: cups and string Facilitators demo physical bit sending device lesson, and then debrief.	**lunch**	**lunch**	**Classroom Practice 6: u2L4, routers and addresses as numbers**	**Programming with app lab:** Explore App Lab in context-- activities from unit 3
lunch	**Classroom Practice: U1L8, sending numbers**	**Classroom Practice 4: u1l14, b/w pixelation**	**lunch**	**What's in your Code.org CSP account**? Explore a CSP teacher account
Model Lesson: A/B netsim Facilitators demo first lesson that uses the Internet Simulator, and then debrief.	**Writing in CSP and introduction to Performance Tasks** What role does writing play in CSP?	**Classroom Practice 5: u2l2, netsim broadcast**	**Classroom Practice 7: U2L8, how routers learn**	**lunch**
Lesson Planning Participants in groups of 4, plan to teach one 40 minute lesson to the group.	**Day 2 Wrap-up** *revisit the KWL chart and have people add new questions to the W section.*	**Day 3 Wrap-up** *revisit the KWL chart and have people add new questions to the W section.*	**Classroom Practice 8: U2L14, cracking the code (Vigenere part 2nd half of the lesson)**	**Reviewing Curriuclum Tools** revisit the tools used in the course and consider how they promote discovery
Day 1 Wrap-up *revisit the KWL chart and have people add new questions to the W section.*			**Day 4 Wrap-up** *revisit the KWL chart and have people add new questions to the W section.*	**Meeting Student Needs** How do we get buy in for the style of teaching and learning that we hope to have in this class?
				Update KWL and Closing group jigsaw of remaining KWL items

day 1
Welcome and Overview What are your most memorable educational experience from high school?
CSP: Understanding the framework Learn more about the framework of the course, and create a list of what you know and what you want to know.
break
Telling the story: introduction to Code.org CSP Look specifically at the Code.org CSP course.
Model Lesson: cups and string Facilitators demo physical bit sending device lesson, and then debrief.
lunch
Model Lesson: A/B netsim Facilitators demo first lesson that uses the Internet Simulator, and then debrief.
break
Lesson Planning Participants in groups of 4, plan to teach one 40 minute lesson to the group.
Day 1 Wrap-up *revisit the KWL chart and have people add new questions to the W section.*

day 2
Morning Reflection: unplugged-to-plugged What benefit will students gain from scaffolding lessons like we saw yesterday? How does this aid discovery and concept invention?
Finish Lesson Planning Final 45 minutes to wrap up lesson planning.
break (first lesson after this)
Classroom Practice: U1L6, circle-triangle-square
lunch (second lesson after this)
Classroom Practice: U1L8, sending numbers
break
Writing in CSP and introduction to Performance Tasks What role does writing play in CSP?
Day 2 Wrap-up *revisit the KWL chart and have people add new questions to the W section and move things to the L section as appropriate* **assign homework** →go to code.org/applab and spend 30 minutes (and 30 minutes only!) building a program in applab. it is completely fine →select one computer science concept used in your program. in your journal (not on your computer, please!), described the concept and how you implemented it in your program.

day 3
Morning Reflection: Writing Go over homework to look at what it really means to write in a way that conveys detail.
break (3rd lesson after this)
Classroom Practice 3: u1l13, text compression
lunch (4th lesson after this)
Classroom Practice 4: u1l14, b/w pixelation
break (5th lesson after this)
Classroom Practice 5: u2l2, netsim broadcast
Day 3 Wrap-up *revisit the KWL chart and have people add new questions to the W section and move things to the L section as appropriate*

day 4
Equity Jigsaw: Who is CSP really for? Is the goal of reaching diverse students attainable?
Group Brainstorm: recruitment How do we recruit for the audience we've just been talking about?
break (4th lesson after this)
Telling the story of CSP: unit 2 An introduction to unit 2, and where the lessons taught during PD fit into the unit
Classroom Practice 6: u2L4, routers and addresses as numbers
lunch (7th lesson after this)
Classroom Practice 7: U2L8, how routers learn
break
Classroom Practice 8: U2L14, cracking the code (Vigenere part 2nd half of the lesson)
Day 4 Wrap-up *revisit the KWL chart and have people add new questions to the W section and move things to the L section as appropriate* **assign homework** → How might what we've discussed about equity and discover learning impact how we teach programming in CSP? (post in forum)

day 5
Morning Reflection: assessing student learning   How does the way we assess student learning connect back to the way we teach?
Morning Reflection: teaching programming to everyone   What are your strategies for teaching programming with equity/inquiry?
Telling the story of CSP: unit 3   An introduction to unit 3, including an overview of the lessons/concepts from the unit
break
Programming with app lab: Explore App Lab in context-- activities from unit 3
What's in your Code.org CSP account   Explore the pieces of a CSP teacher account
lunch
Reviewing Code.org Curriuclum Tools   revisit the tools used in the course and consider how they promote discovery
Meeting Student Needs   How do we get buyin for the style of teaching and learning that we hope to have in this class? Participants develop their pitch to students
break
Update KWL and Closing   group jigsaw of remaining KWL items