Coding 6 -Semester 1

Lesson 1 - 8/26/2021:

Icebreaker game 10 minutes:

 Learn student names, interests, hobbies, what they want from this class

Class expectations 10 minutes:

 Class expectations

Programming intro 15 minutes:

 Introduce programming

Reflection 10 minutes:

 In journal (p.15 digital book)

 How do you interact with computers?

 How many of those ways involve being creative?

Lesson 2 – 9/2/2021:

Warm-up 5 minutes:

 Student names, go over journals

Introducing Scratch 10 minutes:
Introducing scratch (p.14 digital book)

 [(7) Scratch 2.0 Overview Video - YouTube](#)

Scratch account setup (if necessary) 10 minutes:

 Otherwise: Login to scratch, write down usernames in Journal and link usernames to students

Scratch Sample Projects:

 Look at pre created projects on the projector and get students excited to do it

Lesson 3 – 9/9/2021

Community Guidelines 10 minutes:

 Talk about what you can and cannot do on SCRATCH regarding upload policy

Scratch Surprise! (30 minutes.):

 Scratch Surprise activity (p.23 digital book)

Reflection (10 minutes)

Lesson 4 – 9/16/2021

Scratch Studio (15 minutes.):

> Scratch Studio (p.26 digital book)

Scratch Critique Group (20 minutes):

> p.29 digital book

Reflection (10 minutes)

Lesson 5 – 9/23/2021

Programmed to dance (40 minutes):

> p.35 digital book

Reflection (10 minutes)

Lesson 6 – 9/30/2021

Step-by-Step (25 minutes):

> p.38 digital book
>
> reflection

10 Blocks (25 minutes):

> p.41 digital book
>
> reflection

Lesson 7 – 10/7/2021

My Studio (15 minutes)

> p.45 digital book

Debug It! (25 minutes)

> p.47 digital book

Reflection (10 minutes)

Coding 6 -Semester 1

Lesson 8 – 10/14/2021

      About Me (50 minutes)

Coding 6 -Semester 2

Lesson 1 – date tbd (Tues and Thurs?)

      Install eclipse (20 minutes)

      Revisit first reflection (20 minutes)

      Goals for the semester (10 minutes)

Lesson 2 –

      Data types (String, Char, int, double) (20 minutes)

      Hello World! (20 minutes)

      Introduce Homework (10 minutes)

      Homework: println statements that introduce the student by name, grade, hobbies, etc.

Lesson 3 –

      Go over homework (10 minutes)

      Variables (20 minutes)

      In class exercise (10 mins) use chars to spell your favorite ice cream

      Introduce Homework (10 mins)

      Homework: 200 word essay on variables and how they can be used.