

Lesson plan week 6 For the Multi-Grade Tech Classroom

Teacher: Ms. Robinson Month: April Week of: 4/27/20-5/1/20

I see each student once a week. I have assigned two assignments here and what our **ZOOM MEETING** (every Tuesday) will consist of.

	Kindergarten Teach your monster to read lessons Teachyourmonstertoread.com	1 st Grade Basics in Coding Kodable.org	2 nd grade Basics in Coding Kodable.org	3 rd Grade Code.org Create your own basketball game https://studio.code.org/s/basketball/stage/1/puzzle/1	4 th Grade Code.org Create your own basketball game https://studio.code.org/s/basketball/stage/1/puzzle/1	5 th Grade Code.Org Create your own Basketball Game https://studio.code.org/s/basketball/stage/1/puzzle/1
Information	<p>Students should spend at least 15-20 minutes on one lesson each day. Logins will be attached.</p> <p>Standard: ELAGSEKRF2:Demonstrate understanding of spoken words, syllables, and sounds. ELAGSEKRF1:Demonstrate understanding of the organization and basic features of print.</p>	<p>Students should spend at least 20-25 minutes on one lesson each day. Logins will be attached</p> <p>Standard: 5d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. Students will be able to define and apply foundational coding concepts in isolation. Students will be able to recall foundational coding concepts in preparation for object-oriented programming.</p>	<p>Students should spend at least 20-25 minutes on one lesson each day. Logins will be attached</p> <p>Standard: 5d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. Students will be able to define and apply foundational coding concepts in isolation. Students will be able to recall foundational coding concepts in preparation for object-oriented programming.</p>	<p>Students should spend at least 25-30 minutes on one lesson each day. Logins will be attached</p> <p>Standard: 6a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</p>	<p>Students should spend at least 25-30 minutes on one lesson each day. Logins will be attached</p> <p>Standard: 6a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</p>	<p>Students should spend at least 25-30 minutes on one lesson each day. Logins will be attached</p> <p>Standard: 6a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</p>

First day	Students will practice and demonstrate knowledge by completing letter sound activities “oo,ar,or,ur,ow,oi,ear,air,ure,er” on Fun with words.	Students will be moving into the intermediate level of coding therefore, please email with any questions. Students will complete Unit 8 Concepts review Level one (time for slime) on “Bug World” This one level will count for two assignments due to difficulty.	Students will be moving into the intermediate level of coding therefore, please email with any questions. Students will complete Unit 8 Concepts review Level one (time for slime) on “Bug World” This one level will count for two assignments due to difficulty.	Learn the basic concepts of Computer Science with drag and drop programming. Learn repeat-loops, conditionals, and basic algorithms. Students will complete the first four lessons on “create your own basketball game”	Learn the basic concepts of Computer Science with drag and drop programming. Learn repeat-loops, conditionals, and basic algorithms. Students will complete the first four lessons on “create your own basketball game”	Learn the basic concepts of Computer Science with drag and drop programming. Learn repeat-loops, conditionals, and basic algorithms. Students will complete the first four lessons on “create your own basketball game”
Second day	Students should now be on Champion Reader level. Complete the letter sound activities “s,a,t,p,l,n,”	Students will be moving into the intermediate level of coding therefore, please email with any questions. Students will complete Unit 8 Concepts review Level one (time for slime) on “Bug World” This one level will count for two assignments due to difficulty.	Students will be moving into the intermediate level of coding therefore, please email with any questions. Students will complete Unit 8 Concepts review Level one (time for slime) on “Bug World” This one level will count for two assignments due to difficulty.	Students will complete the last four steps in the “complete your own basketball game”	Students will complete the last four steps in the “complete your own basketball game”	Students will complete the last four steps in the “complete your own basketball game”