Lesson plan week 2 For the Multi-Grade Tech Classroom

Teacher: Ms. Robinson   Month:N/A Week of: Emergency Lesson Plan

	Kindergarten Teach your monster to read lessons	1st Grade Basics in Coding Kodable.org	2nd grade Basics in Coding Kodable.org	3rd Grade Code.org Hour of Code Minecraft voyage aquatic	4th Grade Code.org Hour of Code Minecraft voyage aquatic	5th Grade Code.org AI and Learning Machines
Information	Students should spend at least 15-20 minutes on one lesson each day. Logins will be attached. Standard: **ELAGSEKRF2:**Demonstrate understanding of spoken words, syllables, and sounds. **ELAGSEKRF1:**Demonstrate understanding of the organization and basic features of print.	Students should spend at least 20-25 minutes on one lesson each day. Logins will be attached Standard: 5d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.	Students should spend at least 20-25 minutes on one lesson each day. Logins will be attached Standard: 5d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.	Students should spend at least 25-30 minutes on one lesson each day. Logins will be attached Standard: 6a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	Students should spend at least 25-30 minutes on one lesson each day. Logins will be attached Standard: 6a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	Students should spend at least 25-30 minutes on one lesson each day. Loggins will be attached Standard: 6a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

Monday	Students will practice and demonstrate knowledge with the two graphemes c & k by completing the minigames on island 3	Students will complete the unit 4 Don't Repeat yourself. During this lesson Students will be able to explain why functions are used in programming Students will be able to explain how using functions allows programmers to store code for later use.	Students will complete the unit 4 Don't Repeat yourself. During this lesson Students will be able to explain why functions are used in programming Students will be able to explain how using functions allows programmers to store code for later use.	Students will extend their learning of coding with the keep on dancing projects. Students will complete get in formation and where'd they go	Students will extend their learning of coding with the keep on dancing projects. Students will complete get in formation and where'd they go	Students will extend their learning of coding with the keep on dancing projects. Students will complete Dance Crews and quarter notes
Tuesday	Students will practice and demonstrate knowledge with the two graphemes ck & e by completing the minigames on island 4	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Intro duction to String Variables In (asterodia) Students will be able to define variables and the data types used in variables (strings and integers).	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Intro duction to String Variables In (asterodia) Students will be able to define variables and the data types used in variables (strings and integers).	Students will extend their learning of coding with the keep on dancing projects. Students will complete Dance Crews and quarter notes	Students will extend their learning of coding with the keep on dancing projects. Students will complete Dance Crews and quarter notes	Students will extend their learning of coding with the keep on dancing projects. Students will complete bass,mid,treble and speed it up, slow it down

Wednesday	Students will practice and demonstrate knowledge with the two graphemes u & r by completing the minigames on island 4	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Intro duction to String Variables In (asterodia) Students will be able to define variables and the data types used in variables (strings and integers).	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Intro duction to String Variables In (asterodia) Students will be able to define variables and the data types used in variables (strings and integers).	Students will extend their learning of coding with the keep on dancing projects. Students will complete bass, mid, treble and speed it up, slow it down	Students will extend their learning of coding with the keep on dancing projects. Students will complete bass, mid, treble and speed it up, slow it down	Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete first 2 lessons

Thursday	Students will practice and demonstrate knowledge with the two graphemes h & b by completing the minigames on island 5	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Names games in Asterodia. Students will be able to define variables and the data types used in variables (strings and integers).	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Names games in Asterodia. Students will be able to define variables and the data types used in variables (strings and integers).	Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete first 2 lessons	Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete first 2 lessons	Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete 4 lesson
Friday	Students will practice and demonstrate knowledge with the two graphemes f & ff by completing the minigames on island 5	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Names games in Asterodia. Students will be able to define variables and the data types used in variables (strings and integers).	Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 5 Names games in Asterodia. Students will be able to define variables and the data types used in variables (strings and integers).	Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete 4 lesson	Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete 4 lesson	Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete 6 lesson