

Lesson plan week 3 For the Multi-Grade Tech Classroom

Teacher: Ms. Robinson

Month: N/A Week of: Emergency Lesson Plan

	Kindergarten Teach your monster to read lessons	1 st Grade Basics in Coding Kodable.org	2 nd grade Basics in Coding Kodable.org	3 rd Grade Code.org Star wars	4 th Grade Code.org Star Wars	5 th Grade Code.Org Star Wars
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.</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.</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>

Monday	<p>Students will practice and demonstrate knowledge with the two graphemes l & ll by completing the minigames on island 6</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for 3 days. Unit 6 Introduction to integer variables Variables In (asterodia) Students will be able to explain integer values in a variable and how they affect the number of times a loop is run.</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for 3 days. Unit 6 Introduction to integer variables Variables In (asterodia) Students will be able to explain integer values in a variable and how they affect the number of times a loop is run.</p>	<p>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</p>	<p>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</p>	<p>Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete 8 lesson</p>
Tuesday	<p>Students will practice and demonstrate knowledge with the two graphemes ss & j by completing the minigames on island 6/7</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for 3 days. Unit 6 Introduction to integer variables Variables In (asterodia) Students will be able to explain integer values in a variable and how they affect the number of times a loop is run.</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for 3 days. Unit 6 Introduction to integer variables Variables In (asterodia) Students will be able to explain integer values in a variable and how they affect the number of times a loop is run.</p>	<p>Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete 8 lesson</p>	<p>Students will learn about machine learning and ethical use of AI through AI for oceans lesson. Hour of code project. Students will complete 8 lesson</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 1-3</p>

Wednesday	<p>Students will practice and demonstrate knowledge with the two graphemes qu & v by completing the minigames on island 7</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for 3 days. Unit 6 Introduction to integer variables Variables In (asterodia) Students will be able to explain integer values in a variable and how they affect the number of times a loop is run.</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for 3 days. Unit 6 Introduction to integer variables Variables In (asterodia) Students will be able to explain integer values in a variable and how they affect the number of times a loop is run.</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 1-3</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 1-3</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 3-5</p>
Thursday	<p>Students will practice and demonstrate knowledge with the two graphemes v & w by completing the minigames on island 7</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 7 Introduction to array variables Variables In (asterodia) Students will be able to apply arrays of data.</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days. Unit 7 Introduction to array variables Variables In (asterodia) Students will be able to apply arrays of data.</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 3-5</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 3-5</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 5-8</p>

Friday	<p>Students will practice and demonstrate knowledge with the two graphemes x & y by completing the minigames on island 8</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days.</p> <p>Unit 7 Intro duction to array variables In (asterodia) Students will be able to apply arrays of data.</p>	<p>Students will be moving into the intermediate level of coding therefore 1 lesson will be assigned for two days.</p> <p>Unit 7 Intro duction to array variables In (asterodia) Students will be able to apply arrays of data.</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 5-8</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 5-8</p>	<p>Students will learn how to program droids and create their own star wars game in a galaxy far, far away. *make sure you click on the one with block* Complete lesson 8-10</p>
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