

# Lesson plan week 1 For the Multi-Grade Tech Classroom

Teacher: Ms. Robinson

Month:N/A Week of: Emergency Lesson Plan

	Kindergarten Teach your monster to read lessons <a href="https://www.teachyourmonstertoread.com/u/4748085">https://www.teachyourmonstertoread.com/u/4748085</a>	1 <sup>st</sup> Grade Basics in Coding Kodable.org <a href="https://game.kodable.com/">https://game.kodable.com/</a>	2 <sup>nd</sup> grade Basics in Coding Kodable.org <a href="https://game.kodable.com/">https://game.kodable.com/</a>	3 <sup>rd</sup> Grade Code.org Hour of Code Minecraft voyage aquatic <a href="https://studio.code.org/s/aquatic/stage/1/puzzle/1">https://studio.code.org/s/aquatic/stage/1/puzzle/1</a>	4 <sup>th</sup> Grade Code.org Hour of Code Minecraft voyage aquatic <a href="https://studio.code.org/s/aquatic/stage/1/puzzle/1">https://studio.code.org/s/aquatic/stage/1/puzzle/1</a>	5 <sup>th</sup> Grade Code.org Floppy Code <a href="https://studio.code.org/flappy/1">https://studio.code.org/flappy/1</a>
Information	<p>Students should spend at least 15-20 minutes on one lesson each day. Logins will be attached.</p> <p>Standard: <b>ELAGSEKRF2:</b>Demonstrate understanding of spoken words, syllables, and sounds. <b>ELAGSEKRF1:</b>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	Students will practice and demonstrate knowledge with the two graphemes S & A by completing the minigames on island 1	Students will complete the introduction on unit 2 Conditions. During this lesson Students will be able to identify conditional statements. "if____,then____"	Students will complete the introduction on unit 2 Conditions. During this lesson Students will be able to identify conditional statements. "if____,then____"	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete first three lessons	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete first three lessons	Students will write their own game by using the floppy code hour of code tutorial. Students will complete lessons 1-3.
Tuesday	Students will practice and demonstrate knowledge with the two graphemes T & P by completing the minigames on island 1	Students will complete the conditions 2: Conditional statements on unit 2. Students will be able to create conditional statements.	Students will complete the conditions 2: Conditional statements on unit 2. Students will be able to create conditional statements.	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete second three lessons	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete second three lessons	Students will write their own game by using the floppy code hour of code tutorial. Students will complete lessons 4-6.
Wednesday	Students will practice and demonstrate knowledge with the two graphemes I & N by completing the minigames on island 2	Students will complete the introduction to loops on Unit 3. Students will be able to recognize loops on-screen in Kodable.	Students will complete the introduction to loops on Unit 3. Students will be able to recognize loops on-screen in Kodable.	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete to lesson 9	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete to lesson 9	Students will write their own game by using the floppy code hour of code tutorial. Students will complete lessons 6-10.

Thursday	Students will practice and demonstrate knowledge with the two graphemes M & D by completing the minigames on island 2	Students will complete algorithm on repeat on unit 3. Students will be able to Identify where code repeats and loop their program in Kodable using the loop command (looper).	Students will complete algorithm on repeat on unit 3. Students will be able to Identify where code repeats and loop their program in Kodable using the loop command (looper).	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete to lesson 12	Students will use creativity and problem solving skills to explore and build underwater worlds with code. Complete to lesson 12	Students will extend their learning of coding with the keep on dancing projects. Students will complete back and forth and more buttons
Friday	Students will practice and demonstrate knowledge with the two graphemes O & G by completing the minigames on island 3	Students will complete introduction to functions on unit 4. Students will be able to explain what a function is. Students will be able to explain why functions are used in programming.	Students will complete introduction to functions on unit 4. Students will be able to explain what a function is. Students will be able to explain why functions are used in programming.	Students will extend their learning of coding with the keep on dancing projects. Students will complete back and forth and more buttons. If they have not finished the original dance party project, that needs to be completed first.	Students will extend their learning of coding with the keep on dancing projects. Students will complete back and forth and more buttons	Students will extend their learning of coding with the keep on dancing projects. Students will complete get in formation and where'd they go?