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Code	<i>Pre-Assessment</i>	
	Pre-assess on identifying components of sample code, ability to “read” code, debugging example code.	
	<p>Summary of Key Learning Events and Instruction <i>Student success at transfer meaning and acquisition depends on...</i></p> <p>Most learning is done through and while coding. Mini lessons on sequence, loops, variables, etc. should be provided as need is observed. Students will be provided resources to learn what they need when they need-videos and text tutorials.</p>	Progress Monitoring
A		
T	<ul style="list-style-type: none"> <li>Teams choose the concept or skill (i.e. water cycle) on which they will base their activity</li> </ul>	
M	<ul style="list-style-type: none"> <li>Share concepts with classmates in class meeting - determine if concept is narrow enough for time</li> </ul>	Check algorithms before students begin to code
T,A	<ul style="list-style-type: none"> <li>Teams write algorithm using a shared coding journal</li> <li>Teams confer with teacher to check algorithm and determine best platform based on team skills and prior experience</li> </ul>	
T,A,M	<ul style="list-style-type: none"> <li>Coding begins, code progress is recorded in journal each class, code must be copied into journal regularly to allow coding to continue if a partner is absent.</li> </ul>	Periodic journal checks and project conferences.
T	<ul style="list-style-type: none"> <li>Share final projects with another team to beta test</li> <li>Revise program</li> </ul>	