Work Plan for Mrs. Rowe’s STEM Elective (4/6-4/10)

This week students will:

|  |  |  |
| --- | --- | --- |
|  | Activity | Learning Objectives |
| Complete the Game Development Studio module in Everfi | Pre-Assessment (3 mins)  Learning Activity (20 mins) Post-Assessment (7 mins) | -Describe the benefits of using standard software development methodologies -Develop a project timeline  -Evaluate and select programming languages based on criteria  -Identify tools needed to perform tasks |
| Complete 1 STEM Enrichment Challenge | Students are given the choice between five different enrichment activities. They will pick one and take a picture or video of themselves completing activity. (30 minutes) |  |