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

This week students will:

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|  | 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) |  |