

	Week 1	Week 2 - 3	Week 4-5	Week 6	Week 7
	Getting to Know You	3-D Modeling	Circuits	Canva	Autonomous Robotics
Standards	Standards Standards Alignment	Standards Standards Alignment	Standards Standards Alignment	Standards Standards Alignment	Standards Standards Alignment
Topics	<p>Day 1 GMS Expectations First Day STEM Slideshow Complete All About Me Slideshow</p> <p>Day 2 Review STEM Syllabus Share All About Me Slideshows</p> <p>Day 3 Teamwork Slideshow Teamwork Drawing Activity Team Cup Stacking Challenge</p> <p>Day 4 Learn about the Engineering Design Process Paper Airplane Challenge</p> <p>Day 5 Learn Success by failing Team Spaghetti Marshmallow Towers</p>	<p>Students will complete daily tutorials to learn the basics and become proficient using TinkerCad.</p> <p>Project 1 Students will use what they have learned to design a boat</p> <p>Project 2 Students will use their knowledge to design a vehicle Rubric</p> <p>Project 3 Students will use what they have learned to create and 3-D print a keychain</p> <p>Final Project (throughout the final week) Students will learn about Toy Designers Students will learn where Toys Come From</p> <p>In groups students will review and choose a child's profile and design a toy for that child.</p> <p>Culmination Discuss 3-D printing in real world Quick review of "Extra" TinkerCad" Tools Complete 3-D Modeling Exit Slip</p>	<p>Day 1 Intro to circuits and complete the Circuit Journal Use "Circuits" and "Circuit Builder" in Gizmos to aid in journal completion.</p> <p>Day 2 Use batteries and light bulbs to make real circuits and check for conductivity. Introduce a "Makey Makey" With the Makey Makey Make an Alarm and play Runner</p> <p>Day 3 Continue exploring Makey Makey games. Learn that playdough is conductive and use the playdough to create simple game controllers for the following games Piano, Whack a Mole, Sketch</p> <p>Final Project Learn the Early History of Video Games Discuss Video Game Project. In groups students will use a Makey Makey to create a video game controller. Review the Makey Makey Arcade</p> <p>Students will create Box Art for their video games</p>	<p>Students will learn the basics of Canva and complete projects that will reflect how they can use it in the classroom and in real life.</p> <p>Projects Students will use the "Background Remover" to create a "Creative Selfie"</p> <p>Students will learn about Templates to create an invitation</p> <p>Students will use templates and research to create a brochure</p> <p>Students will learn about AI and use Canva's "Magic Media" to create a picture</p>	<p>Day 1 Intro to VEXCODE IQ Become comfortable with the robots Learn how to turn on, add a drivetrain and path planning.</p> <p>Day 2 Learn about and how to program a "TouchLED" Learn about and how to program a "Bumper"</p> <p>Day 3 Build a Simple Clawbot</p> <p>Final Project In groups students will use their clawbot to collect 3 colored blocks and bring them behind a line. During this program the robots TouchLED should reflect the color of the block being collected.</p>
Assessments	<p>Daily Questions of the Day This week's assessments will primarily be observation. I will be looking for teamwork and a positive attitude</p>	<p>Daily Questions of the Day Boat Rubric Keychain Rubric Toy Project Rubric 3-D Modeling Exit Slip is a "Canva Quiz"</p>	<p>Daily Questions of the Day Circuit Journal Rubric BoxArt Rubric Controller Rubric Circuit Exit Slip is a "Canva Quiz"</p>	<p>Daily Questions of the Day All projects are worth 5 points and I will be checking for completion using the skills learned. Canva Exit Slip is a "Canva Quiz"</p>	<p>Daily Questions of the Day Robotics Rubric</p>

	Week 8	Week 9			
	Robot Design and Controller	Catapult			
Standards	Standards Standards Alignment				
Topics	<p>Day 1 Discuss the importance of robot design and how design is always evolving. Discuss the goal of creating a “Soccer Robot” and what should be taken into consideration when building</p> <p>Build and compete with a soccer robot</p> <p>Day 3 Review the Final project of creating and competing with a “Sumo Robot”</p>	<p>Day 1-2 Use what we have learned about programming to complete Pirate Plunder</p> <p>Catapult Video</p> <p>Final Project In groups students will learn about and create a catapult that will fire a cotton ball</p>			
Assessments	<p>Daily Questions of the Day Soccer Rubric Sumo Rubric Robotics Exit Slip is a “Canva Quiz”</p>	<p>Daily Questions of the Day Pirate Plunder Rubric Catapult Rubric</p>			