

There are two options for lessons to model and explore during K-5 workshops:

K-5 Workshop			
Model Lessons:		D.1 - Graph Paper Programming	D.2 - Introduction to Online Puzzles
Teacher Lessons:			
		1 - Unplugged	2 - Plugged
Course A <i>Kindergarten</i>	Pair 1	A.3 - Plant a Seed	A.4 - Sequencing with Angry Birds
	Pair 2	A.5 - Happy Maps	A.6 - Programming with Angry Birds
Course B <i>First Grade</i>	Pair 1	B.1 - Move It, Move It	B.2 - Sequencing withScratch
	Pair 2	B.4 - My Robotic Friends Jr.	B.5 - Programming withScratch
Course C <i>Second Grade</i>	Pair 1	C.4 - Paper Planes	C.5 - Collecting Treasure with Laurel
	Pair 2	C.7 - Getting Loopy	C.8 - Loops with Rey & BB-8
Course D <i>Third Grade</i>	Pair 1	D.3 - Relay Programming	D.4 - Debugging with Laurel
	Pair 2	D.13 - Conditionals with Cards	D.14 - If/Else with Bee
Course E <i>Fourth Grade</i>	Pair 1	E.1 - My Robotic Friends	E.2 - Coding with Comments
	Pair 2	E.10 - Conditionals with Cards	E.11 - Conditionals with the Farmer
Course F <i>Fifth Grade</i>	Pair 1	F.1 - My Robotic Friends	F.2 - Coding with Comments
	Pair 2	F.10 - Conditionals with Cards	F.11 - Conditionals with the Farmer

K-5 Workshop			
Model Lessons:		B.4 - My Robotic Friends Jr.	B.5 - Programming withScratch
Teacher Lessons:			
		1 - Unplugged	2 - Plugged
Course A <i>Kindergarten</i>	Pair 1	A.3 - Plant a Seed	A.4 - Sequencing with Angry Birds
	Pair 2	A.5 - Happy Maps	A.6 - Programming with Angry Birds
Course B <i>First Grade</i>	Pair 1	B.1 - Move It, Move It	B.2 - Sequencing withScratch
	Pair 2	B.8 - My Loopy Robotic Friend Jr.	B.9 - Loops withScratch
Course C <i>Second Grade</i>	Pair 1	C.4 - Paper Planes	C.5 - Collecting Treasure with Laurel
	Pair 2	C.7 - Getting Loopy	C.8 - Loops with Rey & BB-8
Course D <i>Third Grade</i>	Pair 1	D.1 - Graph Paper Programming	D.2 - Introduction to Online Puzzles
	Pair 2	D.13 - Conditionals with Cards	D.14 - If/Else with Bee
Course E <i>Fourth Grade</i>	Pair 1	E.6 - My Loopy Robotic Friends	E.7 -Drawing Shapes with Loops
	Pair 2	E.10 - Conditionals with Cards	E.11 - Conditionals with the Farmer
Course F <i>Fifth Grade</i>	Pair 1	F.6 - My Loopy Robotic Friends	F.7 -Drawing Shapes with Loops
	Pair 2	F.10 - Conditionals with Cards	F.11 - Conditionals with the Farmer

Kindergarten - 1st Grade Workshop

Model Lessons:	A.5 - Happy Maps	A.6 - Programming with Angry Birds
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Teacher Lessons:

		1 - Unplugged	2 - Plugged
Course A <i>Kindergarten</i>	Pair 1	A.3 - Plant a Seed	A.4 - Sequencing with Angry Birds
	Pair 2	A.9 - Happy Loops	A.10 - Loops with Harvester
Course B <i>First Grade</i>	Pair 1	B.1 - Move It, Move It	B.2 - Sequencing with Scrat
	Pair 2	B.4 - My Robotic Friends Jr.	B.5 - Programming with Scrat

2nd - 3rd Grade Workshop

Model Lessons:	C.4 - Paper Planes	C.5 - Collecting Treasure with Laurel
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Teacher Lessons:

		1 - Unplugged	2 - Plugged
Course C <i>Second Grade</i>	Pair 1	C.7 - Getting Loopy	C.8 - Loops with Rey & BB-8
	Pair 2	C.11 - The Big Event	C.12 - Build a Flappy Game
Course D <i>Third Grade</i>	Pair 1	D.1 - Graph Paper Programming	D.2 - Introduction to Online Puzzles
	Pair 2	D.13 - Conditionals with Cards	D.14 - If/Else with Bee

4th - 5th Grade Workshop

Model Lessons:	E.1 - My Robotic Friends	E.2 - Coding with Comments
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Teacher Lessons:

		1 - Unplugged	2 - Plugged
Course E <i>Fourth Grade</i>	Pair 1	E.6 - My Loopy Robotic Friends	E.7 -Drawing Shapes with Loops
	Pair 2	E.10 - Conditionals with Cards	E.11 - Conditionals with the Farmer
Course F <i>Fifth Grade</i>	Pair 1	F.6 - My Loopy Robotic Friends	F.7 -Drawing Shapes with Loops
	Pair 2	F.10 - Conditionals with Cards	F.11 - Conditionals with the Farmer