

Unified School District of De Pere Course Overview

Course Name: Grade 1 Code.org Course A

Link to Standards Booklet: [Wisconsin Standards for Computer Science](#)

Students will learn to program using commands like loops and events. The lessons featured in this course also teach students to meaningfully collaborate with others, investigate different problem-solving techniques, persist in the face of challenging tasks, and learn about internet safety.

Table of Contents:

Digital Citizenship	1
Sequencing	2
Loops	2

Digital Citizenship

Important Concepts/Skills	Standards Addressed (Essential Standards are in bold.)	Page Number (in Standards booklet)
Learn to Drag and Drop: This skill-building lesson will give students an idea of what to expect when they head to the computer lab. It begins with a brief discussion introducing them to computer lab manners. Then they will progress into using a computer to complete online puzzles.	AP1.a.2.e	14
	CS1.a.2.e	26
	CS2.a.1.e	28
	IC2.c.1.e	39
	IC3.b.2.e	42

Sequencing

Important Concepts/Skills	Standards Addressed (Essential Standards are in bold.)	Page Number (in Standards booklet)
Happy Maps: This context-setting lesson brings together teams with a simple task: get the "flurb" to the fruit. Students will practice writing precise instructions as they work to translate instructions into the symbols provided.	AP3.b.1.e AP4.a.1.e AP1.a.2.e AP2.a.2.e	18 20 14 16
Sequencing with Scrat: In this skill-building lesson, students will develop sequential algorithms to move a squirrel character from one side of a maze to the acorn on the other side. To do this, they will stack code blocks together in a linear sequence.	AP1.a.2.e	14
Programming with Scrat: In this skill-building lesson, students will continue to develop sequential algorithms.	AP4.a.1.e AP1.a.2.e	20 14
Programming with Rey and BB-8: In this skill-building lesson, students will use their newfound programming skills in more complicated ways to navigate a tricky course with the Star Wars character BB-8.	AP4.a.1.e AP1.a.2.e	20 14

Loops

Important Concepts/Skills	Standards Addressed (Essential Standards are in bold.)	Page Number (in Standards booklet)
Happy Loops: This context-setting lesson revisits Happy Maps. This time, students will use loops to solve bigger, longer puzzles with their code.	AP4.a.1.e AP2.a.1.e AP6.a.1.e	20 16 25

Loops with Scrat: In this skill-building lesson, students will practice loops in programming puzzles where the goal is to help the squirrel reach the acorn.	AP4.a.1.e	20
	AP2.a.1.e	16
	AP1.a.2.e	14
	AP6.a.1.e	25
Loops with Laurel: In this skill-building lesson, students continue learning the concept of loops. Here, students use loops to collect treasure in open cave spaces.	AP4.a.1.e	20
	AP2.a.1.e	16
	AP1.a.2.e	14
	AP6.a.1.e	25