

Introduction to Computer Science

Fall 2025

Mr. Flinn

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[Class Syllabus](#) | [Test Retake Form](#) | [Check In Form](#)

Google Classroom Codes

Period 2 - hksvhwuz

Period 6 - ltsxan3k

Period 11 - ip74gvt5

Other teachers who can help me with this class:

Mr. Gueswell - Room #138

[Sept 1](#)

[Sept 8](#)

[Sept 15](#)

[Sept 22](#)

[Sept 29](#)

[Oct 20](#)

[Oct 27](#)

[Nov 3](#)

[Nov 10](#)

[Nov 17](#)

[Nov 24](#)

[Dec 1](#)

[Dec 8](#)

[Dec 15](#)

Power Essentials and Learning Targets:

Date	Power Essential	Learning Target	In-Class	Assignments
Thursday August 14	Students will learn about the classroom expectations.		WELCOME!! - Introduction Interviews Lesson Plan Location Establish Classroom Expectations Syllabus Tornado/Fire/SRP Drill Protocols	Introduction Interviews Classroom Expectations Syllabus

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			Typing Test - will record next time	
Friday August 15	Students will learn about the classroom expectations.		WELCOME!! - Introduction Interviews Lesson Plan Location Establish Classroom Expectations Syllabus Tornado/Fire/SRP Drill Protocols Typing Test - will record next time	Introduction Interviews Classroom Expectations Syllabus
Monday August 18	Students will learn about the classroom expectations.		Bell Ringer: Line up in ABC order P2: Expectations, Syllabus, Protocols Note Cards Check In Set up Google Classroom Professional Email THE Challenge - Disney The Challenge - Disney by Emoji Code Panda	Check In Coding Games - Cookie Trail Follow the Code The Right Way
Tuesday August 19	Students will learn about the classroom expectations.		Bell Ringer: Line up in ABC order Note Cards Check In Set up Google Classroom Professional Email THE Challenge - Disney	Check In Coding Games - Cookie Trail Follow the Code The Right Way

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			The Challenge - Disney by Emoji Code Panda	
Wednesday August 20	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	Bell Ringer - Typing Test Project STEM - Unit 0: Getting Started with Computer Science <ul style="list-style-type: none"> - PPT: 0.1 - Why does Computer Science Matter? Activity: RobotIsland (all levels)	GC: MM, KR
Thursday August 21	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	Bell Ringer - Typing Test Project STEM - Unit 0: Getting Started with Computer Science <ul style="list-style-type: none"> - PPT: 0.1 - Why does Computer Science Matter? Activity: RobotIsland (all levels)	
Friday August 22	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	Seating Chart Bell Ringer: Typing Test Project STEM - Unit 0: Getting Started with Computer Science <ul style="list-style-type: none"> - PPT: 0.2 - What is a Computer Program? Activity: Cup Stacking (4 total) <ul style="list-style-type: none"> - 1 demo as a class 	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Partners do 2 (roles: cup mover and code writer) - Each pair: come up with own code to challenge another pair 	
Monday August 25	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	Bell Ringer: Typing Test Seating Chart Project STEM - Unit 0: Getting Started with Computer Science <ul style="list-style-type: none"> - PPT: 0.2 - What is a Computer Program? Activity: Cup Stacking (4 total) <ul style="list-style-type: none"> - 1 demo as a class - Partners do 2 (roles: cup mover and code writer) - Each pair: come up with own code to challenge another pair 	
Tuesday August 26	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	Bell Ringer: Typing Test Add students to ProjectSTEM Videos: How Computers Work (Intro Video) What Makes a Computer a Computer? Project STEM - Intersession C: What is a Computer? <ul style="list-style-type: none"> - PPT: 0.3 - What Makes a Computer a Computer? (C.1) - Activity: What is a Computer (C.1) 	ProjectSTEM Account 767E8E

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Make table in notes <p>Project STEM - Intersession C: What is a Computer?</p> <ul style="list-style-type: none"> - PPT: 0.4 - What's Inside your Computer? (C.2) 	
Wednesday August 27	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	<p>Bell Ringer: Typing Test Add students to ProjectSTEM</p> <p>Videos: How Computers Work (Intro Video) What Makes a Computer a Computer?</p> <p>Project STEM - Intersession C: What is a Computer?</p> <ul style="list-style-type: none"> - PPT: 0.3 - What Makes a Computer a Computer? (C.1) - Activity: What is a Computer (C.1) - Make table in notes <p>Project STEM - Intersession C: What is a Computer?</p> <ul style="list-style-type: none"> - PPT: 0.4 - What's Inside your Computer? (C.2) 	ProjectSTEM Account 767E8E
Thursday August 28	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	<p>Bell Ringer: Typing Test REVIEW (C.1 & C.2) Video: Inside Your Computer (P6: already watched) Hardware and Software</p>	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<p>Activity: 0.4 - What's Inside Your Computer (C.2)</p> <ul style="list-style-type: none"> - Part 1 only <p>Video: Binary How Transistors Work</p> <p>Project STEM - Intersession C: What is a Computer?</p> <ul style="list-style-type: none"> - PPT & Activity: 0.5 - The History of Computers (C.3) 	
Friday August 29	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	<p>Bell Ringer: Typing Test</p> <p>REVIEW (C.1 & C.2)</p> <p>Video: Inside Your Computer Hardware and Software</p> <p>Activity: 0.4 - What's Inside Your Computer (C.2)</p> <ul style="list-style-type: none"> - Part 1 only <p>Video: Binary</p> <p>Project STEM - Intersession C: What is a Computer?</p> <ul style="list-style-type: none"> - PPT & Activity: 0.5 - The History of Computers (C.3) 	
Monday September 1	No School - Labor Day			
Tuesday September 2	Students will develop	Students will explore the impact of computing on	Bell Ringer: Typing Test	Bridges and Torches: On back of Bday Party handout; 2 rounds

Date	Power Essential	Learning Target	In-Class Activities	Assignments
	foundational skills and knowledge in computer science	the world	<ul style="list-style-type: none"> - Activity: Word Search (reference during slides) ☐ Problem Solving - Slides - Activity: Bridges and Torches - Activity: Birthday Party (Handout - Teams of 2) Problem Solving Riddle - Youtube	Answers in Drive
Wednesday September 3	Students will develop foundational skills and knowledge in computer science	Students will explore the impact of computing on the world	Bell Ringer: Typing Test <ul style="list-style-type: none"> - Activity: Word Search (reference during slides) ☐ Problem Solving - Slides - Activity: Bridges and Torches - Activity: Birthday Party (Handout - Teams of 2) Problem Solving Riddle - Youtube	Bridges and Torches: On back of Bday Party handout; 2 rounds Answers in Drive
Thursday September 4	Students will summarize computational problems	Students will identify subproblems that make up a larger computational problem	Bell Ringer: Perfect Circle PowerPoint - ☐ Computational Thinking Activity - Bot Logic Plan a Trip (GC - Teams of 2 or 3) <ul style="list-style-type: none"> - Share trip with class 	Include: <ul style="list-style-type: none"> - Travel (rent a car), hotel, food, events, wait time
Friday September 5	Students will summarize computational problems	Students will identify subproblems that make up a larger computational problem	Bell Ringer: Perfect Circle PowerPoint - ☐ Computational Thinking Activity - Bot Logic Plan a Trip (GC - Teams of 2 or 3) <ul style="list-style-type: none"> - Share trip with class 	Include: <ul style="list-style-type: none"> - Travel (rent a car), hotel, food, events, wait time
Monday September 8	Students will summarize computational problems		Bell Ringer: Typing Test Finish and share Trips! Review	Review Terms: Quizlet

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			Unit 0 Test Digital Escape Room - Back to School (GC) - 40ish mins	
Tuesday September 9	Students will summarize computational problems		Bell Ringer: Typing Test Finish and share Trips! Review Unit 0 Test Digital Escape Room - Back to School (GC) - 40ish mins	Review Terms: Quizlet
Wednesday September 10	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Bell Ringer: Typing Test Check In Form - Talk about it <ul style="list-style-type: none"> - Review retake policy Sign up for Scratch <ul style="list-style-type: none"> - Create Account - Must use links -----> <ul style="list-style-type: none"> - Username (flinndylan) - Join Class Share Project Project STEM: Unit 1 - Motion in Scratch <ul style="list-style-type: none"> - PowerPoint - Lesson 0.5/1.1 - Scratch -Name: Events and Responses <ul style="list-style-type: none"> - Share - Follow PPT - PowerPoint - Lesson 1.2 - Scratch - Name: Animate a Name <ul style="list-style-type: none"> - Share - Follow PPT - NOTE: Every letter must 	Check In P2 absent P6 absent (create link at time of sign up; record who was absent) PROJECT STEM Unit 1 Password: lions

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			initialize with the green flag and reset animation - Have different animation for every letter	
Thursday September 11	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Bell Ringer: Typing Test Check In Form – Talk about it - Review retake policy Sign up for Scratch - Create Account - Must use links -----> - Username (flinndylan) - Join Class Share Project Project STEM: Unit 1 - Motion in Scratch - PowerPoint - Lesson 0.5/1.1 - Scratch -Name: Events and Responses - Share - Follow PPT - PowerPoint - Lesson 1.2 - Scratch - Name: Animate a Name - Share - Follow PPT - NOTE: Every letter must initialize with the green flag and reset animation - Have different animation for every letter	Check In P11 absent (create link at time of sign up; record who was absent) PROJECT STEM Unit 1 Password: lions
Friday September 12	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Bell Ringer: Typing Test - PowerPoint - Lesson 1.2 - Scratch - Name: Animate a Name - Share - Follow PPT	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - TEACH how to initialize - NOTE: Every letter must initialize with the green flag and reset animation - Have different animation for every letter <p>Project STEM: Unit 1</p> <ul style="list-style-type: none"> - PowerPoint - Lesson 1.3 - Scratch -Name: X,Y with Soccer <ul style="list-style-type: none"> - Share - Follow PPT - NOTE: Use X,Y Backdrop first <ul style="list-style-type: none"> - Give coordinate to check for understanding - Own your own: Have ball glide to all 4 corners of stage 	
Monday September 15	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	<p>Bell Ringer: Typing Test</p> <ul style="list-style-type: none"> - PowerPoint - Lesson 1.2 - Scratch - Name: Animate a Name <ul style="list-style-type: none"> - Share - Follow PPT - TEACH how to initialize - NOTE: Every letter must initialize with the green flag and reset animation <p>Have different animation for every letter</p> <p>Project STEM: Unit 1</p> <ul style="list-style-type: none"> - PowerPoint - Lesson 1.3 - Scratch -Name: X,Y with Soccer <ul style="list-style-type: none"> - Share - Follow PPT - NOTE: Use X,Y Backdrop first <ul style="list-style-type: none"> - Give coordinate to check for understanding - Own your own: Have ball glide to all 4 corners of stage 	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
Tuesday September 16	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Bell Ringer: Typing Test <ul style="list-style-type: none"> - PowerPoint - Lesson 1.3 - Scratch -Name: X,Y with Soccer <ul style="list-style-type: none"> - Share - Follow PPT - NOTE: Use X,Y Backdrop first <ul style="list-style-type: none"> - Give coordinate to check for understanding - Own your own: Have ball glide to all 4 corners of stage Project STEM: Unit 1 <ul style="list-style-type: none"> - PowerPoint - Lesson 1.6 - Scratch - a-MAZE-ing Scratch <ul style="list-style-type: none"> - Remix - Together: Mazes 1-2 - Complete mazes 3-10 on your own <ul style="list-style-type: none"> - Share Maze 10 with me - Need win & reset block too 	Unit 0 - Test Retake Form Completion Deadline Period 2
Wednesday September 17	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Bell Ringer: Typing Test Project STEM: Unit 1 <ul style="list-style-type: none"> - PowerPoint - Finish Lesson 1.3 <ul style="list-style-type: none"> - Review/Watch videos - Scratch -Name: X,Y with Soccer <ul style="list-style-type: none"> - Share - Follow PPT - NOTE: Use X,Y Backdrop first <ul style="list-style-type: none"> - Give coordinate to check for understanding - Own your own: Have ball glide to all 4 corners of stage - PowerPoint - Lesson 1.6 - Scratch - a-MAZE-ing Scratch <ul style="list-style-type: none"> - Remix 	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Together: Mazes 1-2 - Complete mazes 3-10 on your own <ul style="list-style-type: none"> - Share Maze 10 with me - Need win & reset block too 	
Thursday September 18	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Bell Ringer: Typing Test Review Project STEM: Unit 1 <ul style="list-style-type: none"> - PowerPoint - Lesson 1.7 - Scratch - Name: Dance Party <ul style="list-style-type: none"> - Follow PPT - Initialize location/other changes 	RETAKE UNIT 0 DATE
Friday September 19	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Bell Ringer: Typing Test Review Project STEM: Unit 1 <ul style="list-style-type: none"> - PowerPoint - Lesson 1.7 - Scratch - Name: Dance Party <ul style="list-style-type: none"> - Follow PPT - Initialize location/other changes 	RETAKE UNIT 0 DATE
Monday September 22	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	Project STEM: Unit 1 **Formative Assignment = My Virtual Pet** <ul style="list-style-type: none"> - PowerPoint - Lesson 1.8 & 1.9 - Scratch - Name: Virtual Pet <ul style="list-style-type: none"> - Share - Follow PPT - Looking for 6 total things - Extend Learning -----> Test - Next Class	Add 1 more food to eat Upload an image as a sprite for your pet to interact w/
Tuesday	Students will	Students will use motion	Project STEM: Unit 1	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
September 23	use computational thinking to solve problems	in Scratch to solve the problem	<p>**Formative Assignment = My Virtual Pet**</p> <ul style="list-style-type: none"> - PowerPoint - Lesson 1.8 & 1.9 - Scratch - Name: Virtual Pet <ul style="list-style-type: none"> - Share - Follow PPT - Looking for 6 total things - Extend Learning -----> <p>Test - Next Class</p>	<p>PTC - In Person</p> <p>Add 1 more food to eat</p> <p>Upload an image as a sprite for your pet to interact w/</p>
Wednesday September 24	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	<p>Bell Ringer: Typing Test</p> <p>Vocab Review</p> <p>Virtual Pet Review/Finish</p> <p>Unit 1 - Motion in Scratch</p> <ul style="list-style-type: none"> - Review: 1.5 & 1.10 Guided Lesson Slides - 1.5 Debug It! - 1.10 Debug It! <p>Unit 1 Test</p> <p>Work on Virtual Pet</p> <p>Outbreak Simulator</p>	<p>Unit 1 Quizlet</p>
Thursday September 25	Students will use computational thinking to solve problems	Students will use motion in Scratch to solve the problem	<p>Bell Ringer: Typing Test</p> <p>Vocab Review</p> <p>Virtual Pet Review/Finish</p> <p>Unit 1 - Motion in Scratch</p> <ul style="list-style-type: none"> - Review: 1.5 & 1.10 Guided Lesson Slides - 1.5 Debug It! - 1.10 Debug It! <p>Unit 1 Test</p> <p>Work on Virtual Pet</p> <p>Outbreak Simulator</p>	<p>Unit 1 Quizlet</p>

Friday September 26	No School - Professional Development Day			
Monday September 29	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	Bell Ringer: Typing Test Project STEM: Unit 2 <ul style="list-style-type: none"> - PowerPoint - Lesson 2.1 - Unplugged Activity <ul style="list-style-type: none"> - Show Guided Activity video (1 min mark) in projectstem (Chicken Dance) - Pencil/paper: Dance activity <ul style="list-style-type: none"> - Groups of 3 - Choreograph & trade w/ other group - -----> PowerPoint - Lesson 2.2 <ul style="list-style-type: none"> - Scratch: Name: Animation & Frame Rate <ul style="list-style-type: none"> - Choose sprite with >2 costumes <ul style="list-style-type: none"> - Pick a new one - Make your own backdrop! - Add movement of sprite across screen 	Unit 2 password: kiwi 2 sets <ul style="list-style-type: none"> - 1st set: 4 diff. steps x 2 loops - 2nd set: 4 diff. steps x 2 loops
Tuesday September 30	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	Bell Ringer: Typing Test Unit 1 Retake Form - deadline on Thur Project STEM: Unit 2 <ul style="list-style-type: none"> - PowerPoint - Lesson 2.1 - Unplugged Activity <ul style="list-style-type: none"> - Show Guided Activity video (1 min mark) in projectstem (Chicken Dance) - Pencil/paper: Dance activity 	Unit 2 password: kiwi 2 sets

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Groups of 3 - Choreograph & trade w/ other group - -----> <p>PowerPoint - Lesson 2.2</p> <ul style="list-style-type: none"> - Scratch: Name: Animation & Frame Rate <ul style="list-style-type: none"> - Choose sprite with >2 costumes <ul style="list-style-type: none"> - Pick a new one - Make your own backdrop! - Add movement of sprite across screen 	<ul style="list-style-type: none"> - 1st set: 4 diff. steps x 2 loops - 2nd set: 4 diff. steps x 2 loops
Wednesday October 1	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	<p>Unit 1 Retake Form - deadline on Thur</p> <p>Bell Ringer: Finish 2.2 Activity</p> <ul style="list-style-type: none"> - Finish backdrop, do activity <p>Project STEM: Unit 2</p> <ul style="list-style-type: none"> - PowerPoint - Lesson 2.3 - Scratch - Name: Animation Effects <ul style="list-style-type: none"> - Follow PPT - Requirements: Animate, move, increase/decrease in size, sound effect, graphic effect, TIMING - PowerPoint - Lesson 2.4 - Scratch - Vector Animation <ul style="list-style-type: none"> - Remix - Look at stretched and squashed costumes - Add code for movement - Change color of ball 	
Thursday October 2	Students will use computational	Students will use animation in Scratch to solve the problem	<p>Bell Ringer: Finish 2.2 Activity</p> <ul style="list-style-type: none"> - Finish backdrop, do activity 	Unit 1 - Test Retake Form Due

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Date	Power Essential	Learning Target	In-Class Activities	Assignments
	thinking to solve problems		Project STEM: Unit 2 ***HEADPHONES*** <ul style="list-style-type: none"> - PowerPoint - Lesson 2.6 - Scratch - Sound Board <ul style="list-style-type: none"> - Remix - Name: Sound Board (Share) - Set up and walk thru first one together, add one more instrument on your own - PowerPoint - Lesson 2.8 & 2.9 <ul style="list-style-type: none"> - Get inspiration from your a cartoon scene - Scratch - Name: My Story <ul style="list-style-type: none"> - Review Planning Sheet & Rubric - Begin Planning 	Project Example (soundboard)
Tuesday October 7	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	Bell Ringer: Typing Test Review Planning Sheet & Rubric Complete “My Story” Project <ul style="list-style-type: none"> - Follow Planning Sheet - Finish Project - Type Events in Notes w/in Scratch - Follow Rubric! (In G.C.) <p>If done, study for test next class period</p> <p>TEST NEXT PERIOD</p>	Unit 1 Retake Story Requirements: Use Rubric on Google Classroom! <ul style="list-style-type: none"> - Tell a story! - 20-40 seconds - 2-3 backdrops - At least 7 Sounds - Costume switches (animation) - Graphic & Audio Effects - Use broadcast/receive broadcast blocks - increase/decrease size to show depth
Wednesday October 8	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	Bell Ringer: Typing Test Review Planning Sheet & Rubric Complete “My Story” Project <ul style="list-style-type: none"> - Follow Planning Sheet 	Story Requirements: Use Rubric on Google Classroom! <ul style="list-style-type: none"> - Tell a story! - 20-40 seconds - 2-3 backdrops

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Finish Project - Type Events in Notes w/in Scratch - Follow Rubric! (In G.C.) <p>If done, study for test next class period</p> <p>TEST NEXT PERIOD</p>	<ul style="list-style-type: none"> - At least 7 Sounds - Costume switches (animation) - Graphic & Audio Effects - Use broadcast/receive broadcast blocks - increase/decrease size to show depth
Thursday October 9	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	<p>Bell Ringer: Typing Test</p> <p>REVIEW/Finish “My Story”</p> <p>Quick Review</p> <p>Unit 2 - Animation in Scratch (on your own)</p> <ul style="list-style-type: none"> - Review: 2.5 Guided Lesson Slides - 2.5 Debug It! - Review: 2.10 Guided Lesson Slides - 2.10 Debug It! <p>Unit 2 Test</p> <ul style="list-style-type: none"> - Google Form <p>Code Games</p>	Unit 2 Quizlet
Friday October 10	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	<p>Bell Ringer: Typing Test</p> <p>REVIEW/Finish “My Story”</p> <p>Quick Review</p> <p>Unit 2 - Animation in Scratch (on your own)</p> <ul style="list-style-type: none"> - Review: 2.5 Guided Lesson Slides - 2.5 Debug It! - Review: 2.10 Guided Lesson Slides - 2.10 Debug It! 	Unit 2 Quizlet

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			Unit 2 Test - Google Form Code Games	
Monday October 13	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	Bell Ringer: Typing Test Finish Story (if needed) Digital Escape Room - Back to School (GC) - 40ish mins	
Tuesday October 14	Pre-ACT Testing Day			
Wednesday October 15	Students will use computational thinking to solve problems	Students will use animation in Scratch to solve the problem	Bell Ringer: Typing Test Finish Story (if needed) Digital Escape Room - Back to School (GC) - 40ish mins	SUB
Thursday October 16	No School - Teacher Work Day			
Friday October 17	No School - PTC Payback Day			
Monday October 20	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Typing Test Project STEM: Unit 3 PowerPoint - Lesson 3.1: Conditionals - Scratch - Name: Hide and Go Seek <ul style="list-style-type: none"> - Finished Project Example (click on sprite) - Follow PPT - Sprite and backdrop should have similar themes - Extension: Add second sprite 	Unit 3 password - beach

Date	Power Essential	Learning Target	In-Class Activities	Assignments
Tuesday October 21	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Typing Test Project STEM: Unit 3 PowerPoint - Lesson 3.1: Conditionals <ul style="list-style-type: none"> - Scratch - Name: Hide and Go Seek <ul style="list-style-type: none"> - Finished Project Example (click on sprite) - Follow PPT - Sprite and backdrop should have similar themes - Extension: Add second sprite 	SUB - National Conference
Wednesday October 22	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Typing Test Project STEM: Unit 3 PowerPoint - Lesson 3.2/3.3: Race to the Finish, Pt 1 & 2 <ul style="list-style-type: none"> - Video in ProjectSTEM - Write pseudocode and flowchart in Notes - Scratch - Name: Race Day <ul style="list-style-type: none"> - Finished Example Project - 3 sprites and backdrop <ul style="list-style-type: none"> - 2 racers and a finish line - Follow PPT 	SUB - National Conference
Thursday October 23	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Typing Test Project STEM: Unit 3 PowerPoint - Lesson 3.2/3.3: Race to the Finish, Pt 1 & 2 <ul style="list-style-type: none"> - Video in ProjectSTEM - Write pseudocode and flowchart in Notes - Scratch - Name: Race Day <ul style="list-style-type: none"> - Finished Example Project - 3 sprites and backdrop 	SUB - National Conference

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - 2 racers and a finish line - Follow PPT 	
Friday October 24	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	<p>Bell Ringer: Typing Test</p> <p>Project STEM: Unit 3</p> <p>PowerPoint - Lesson 3.4: Dance Battle</p> <ul style="list-style-type: none"> - Make flowchart in Notes (teach) - Scratch - Name: Dance Battle <ul style="list-style-type: none"> - Finished Example Project - 3 sprites from Dance category and 1 backdrop - Trim out poses you don't want (costumes) <p>PowerPoint - Lesson 3.6: Bounce</p> <ul style="list-style-type: none"> - Scratch - Name: Bounce! <ul style="list-style-type: none"> - Follow PPT - Complete Extra Challenge (slide 39) 	SUB - National Conference
Monday October 27	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	<p>Bell Ringer: Check in to see how we are doing</p> <p>Extended Review</p> <p>Project STEM: Unit 3</p> <p>PowerPoint - Lesson 3.4: Dance Battle</p> <ul style="list-style-type: none"> - Make flowchart in Notes (teach) - Scratch - Name: Dance Battle <ul style="list-style-type: none"> - Finished Example Project - 3 sprites from Dance category and 1 backdrop - Trim out poses you don't want (costumes) <p>PowerPoint - Lesson 3.6: Bounce</p> <ul style="list-style-type: none"> - Scratch - Name: Bounce! <ul style="list-style-type: none"> - Follow PPT 	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Complete Extra Challenge (slide 39) 	
Tuesday October 28	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Typing Test Extended Review – Check in to see how we are doing PowerPoint - Lesson 3.7: If-Then-Else <ul style="list-style-type: none"> - Scratch - Follow Link and Remix <ul style="list-style-type: none"> - Open blank scratch project and locate blocks <ul style="list-style-type: none"> - Quick; Example made PowerPoint - Lesson 3.8: Line Follower <ul style="list-style-type: none"> - Highlight: Model vs. Simulation - Scratch - Follow Link and Remix <ul style="list-style-type: none"> - Quick; Example made 	
Wednesday October 29	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Finish 3.6 Bounce PowerPoint - Lesson 3.7: If-Then-Else <ul style="list-style-type: none"> - Scratch - Follow Link and Remix <ul style="list-style-type: none"> - Open blank scratch project and locate blocks <ul style="list-style-type: none"> - Quick; Example made PowerPoint - Lesson 3.8: Line Follower <ul style="list-style-type: none"> - Highlight: Model vs. Simulation - Scratch - Follow Link and Remix <ul style="list-style-type: none"> - Quick; Example made 	
Thursday October 30	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	P2: Write a conditional statement, Complete 3.8 P6: Write a conditional statement, Finish 3.8, change backdrops PowerPoint - Lesson 3.9: Slideshow <ul style="list-style-type: none"> - Scratch - Name: Slideshow <ul style="list-style-type: none"> - Follow Link and Remix - Follow PPT 	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - 5 more backdrops - 1 sprite for 1 backdrop - Add sound when the arrow clicks 	
Friday October 31	No School - Teacher Work Day			
Monday November 3	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Write a conditional statement, Finish 3.8, change backdrops PowerPoint - Lesson 3.9: Slideshow <ul style="list-style-type: none"> - Scratch - Name: Slideshow <ul style="list-style-type: none"> - Follow Link and Remix - Follow PPT - 5 more backdrops - 1 sprite for 1 backdrop - Add sound when the arrow clicks Finish Race Day	
Tuesday November 4	Students will use computational thinking to solve problems	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Typing Test <ul style="list-style-type: none"> - Look at Race Day n Unit 3 - Conditionals in Scratch <ul style="list-style-type: none"> - Review: 3.5 Guided Lesson Slides - 3.5 Debug It! - Review: 3.10 Guided Lesson Slides - 3.10 Debug It! Unit 3 Test	Unit 3 Quizlet
Wednesday November 5	Students will use computational thinking to	Students will use conditionals in Scratch to solve a problem	Bell Ringer: Typing Test Unit 4 password - magic	Unit 3 Quizlet

Date	Power Essential	Learning Target	In-Class Activities	Assignments
	solve problems		Unit 3 - Conditionals in Scratch <ul style="list-style-type: none"> - Review: 3.5 Guided Lesson Slides - 3.5 Debug It! - Review: 3.10 Guided Lesson Slides - 3.10 Debug It! Unit 3 Test	
Thursday November 6	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: Typing Test Start Unit 4 PowerPoint - Lesson 4.1: Operators <ul style="list-style-type: none"> - Write conditional Statements in Notes for Amy's situations (x3) - Unplugged Activity <ul style="list-style-type: none"> - Come up with 12 conditions - Teacher: draw cards; keep track of your score - Partner Round if time: - Random Card Generator 	MUST Use the Scoring System NOT - Suit/Color/Specific Card (1 pt) OR - Suit OR Specific Card (5pt) AND - Suit/ Color AND Specific Card (10pt) - Random Card Generator
Friday November 7	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: Typing Test Start Unit 4 PowerPoint - Lesson 4.2: Rocket Launch <ul style="list-style-type: none"> - Scratch - Follow Link and Remix - Extend using PPT PowerPoint - Lesson 4.3: Let's Chat! <ul style="list-style-type: none"> - Write down 2 types of chatbots - Scratch - Chat Bot <ul style="list-style-type: none"> - Follow PPT - Ask name as 1st question - 3 more questions using If, Then, Else 	SUB MUST Use the Scoring System NOT - Suit/Color/Specific Card (1 pt) OR - Suit OR Specific Card (5pt) AND - Suit/ Color AND Specific Card (10pt) - Random Card Generator

Date	Power Essential	Learning Target	In-Class Activities	Assignments
Monday November 10	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: Typing Test PowerPoint - Lesson 4.2: Rocket Launch <ul style="list-style-type: none"> - Write down 3 tips for being in a team - Scratch - Follow Link and Remix <ul style="list-style-type: none"> - Extend using PPT PowerPoint - Lesson 4.3: Let's Chat! <ul style="list-style-type: none"> - Write down 2 types of chatbots - Scratch - Chat Bot <ul style="list-style-type: none"> - Follow PPT - Ask name as 1st question - 3 more questions using If, Then, Else 	
Tuesday November 11	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: Typing Test Review 4.2 & 4.3 from sub day PowerPoint - Lesson 4.1: Operators <ul style="list-style-type: none"> - Write conditional Statements in Notes for Amy's situations (x3) - Unplugged Activity <ul style="list-style-type: none"> - Come up with 12 conditions - Teacher: draw cards; keep track of your score - Partner Round if time: - Random Card Generator 	
Wednesday November 12	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: ChatGPT Detective Finish 4.3 <ul style="list-style-type: none"> - Add 2 more questions, include AND, OR, NOT PowerPoint - Lesson 4.6: My Maze, Controls <ul style="list-style-type: none"> - Scratch - My Maze <ul style="list-style-type: none"> - Create backdrop & pick Hero 	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			Sprite - Follow PPT PowerPoint - Lesson 4.7: My Maze, Conditionals - Color and Forever Loop Review - My Maze - Initialize location, End Sprite, animate	
Thursday November 13	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: ChatGPT Detective Finish 4.3 - Add 2 more questions, include AND, OR, NOTs PowerPoint - Lesson 4.6: My Maze, Controls - Scratch - My Maze - Create backdrop & pick Hero Sprite - Follow PPT PowerPoint - Lesson 4.7: My Maze, Conditionals - Color and Forever Loop Review - Scratch - My Maze - Initialize location, End Sprite, animate	PTC - Virtual
Friday November 14	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: Typing Test Project STEM unit 5 code - happy PowerPoint - Lesson 4.8: My Maze, Incentives - Write down 4 things that can happen to your digital footprint - Scratch - My Maze - Add 5 treasure sprites - End Sprite prompts Hero to	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<p>collect treasures at the beginning</p> <p>PowerPoint - Lesson 4.9: My Maze, Challenges</p> <ul style="list-style-type: none"> - Scratch - My Maze - Villain and timer 	
Monday November 17	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	<p>Bell Ringer: Typing Test Project STEM unit 5 code - happy</p> <p>PowerPoint - Lesson 4.8: My Maze, Incentives</p> <ul style="list-style-type: none"> - Write down 4 things that can happen to your digital footprint - Scratch - My Maze <ul style="list-style-type: none"> - Add 5 treasure sprites - End Sprite prompts Hero to collect treasures at the beginning <p>PowerPoint - Lesson 4.9: My Maze, Challenges</p> <ul style="list-style-type: none"> - Scratch - My Maze - Villain and timer 	
Tuesday November 18	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	<p>Bell Ringer: Typing Test</p> <p>Finish Maze</p> <p>Quizlet</p> <p>Unit 4 - Booleans and Operators in Scratch</p> <ul style="list-style-type: none"> - Review: 4.5 Guided Lesson Slides - 4.5 Debug It! - Review: 4.10 Guided Lesson Slides - 4.10 Debug It! 	<p>SUB</p> <p>Unit 4 Quizlet</p> <p>Save for later (review game with quarters and a bucket)</p> <p>The Big ol' Bucket</p> <ul style="list-style-type: none"> - Who will win?

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			Unit 4 Test	
Wednesday November 19	Students will use computational thinking to solve problems	Students will use booleans and operators in Scratch to solve a problem	Bell Ringer: Typing Test Finish Maze Quizlet Unit 4 - Booleans and Operators in Scratch <ul style="list-style-type: none"> - Review: 4.5 Guided Lesson Slides - 4.5 Debug It! - Review: 4.10 Guided Lesson Slides - 4.10 Debug It! Unit 4 Test	SUB Unit 4 Quizlet Save for later (review game with quarters and a bucket) The Big ol' Bucket <ul style="list-style-type: none"> - Who will win?
Thursday November 20	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test PowerPoint - Lesson 5.1: Data & Variables <ul style="list-style-type: none"> - Scratch - UNPLUGGED - Create Mad Libs with partners – Follow activity Guide in ProjectSTEM PowerPoint - Lesson 5.2: Mad Libs <ul style="list-style-type: none"> - Skip video - Follow PPT <ul style="list-style-type: none"> - 3 sentence story in notes and ID - 4 variable words - Show example in video (5:09) - Scratch - Name: Mad Libs <ul style="list-style-type: none"> - Follow PPT - 4 total variables asked 	SUB

Date	Power Essential	Learning Target	In-Class Activities	Assignments
Friday November 21	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test PowerPoint - Lesson 5.1: Data & Variables <ul style="list-style-type: none"> - Scratch - UNPLUGGED - Create Mad Libs with partners – Follow activity Guide in ProjectSTEM PowerPoint - Lesson 5.2: Mad Libs <ul style="list-style-type: none"> - Skip video - Follow PPT <ul style="list-style-type: none"> - 3 sentence story in notes and ID - 4 variable words - Show example in video (5:09) - Scratch - Name: Mad Libs <ul style="list-style-type: none"> - Follow PPT - 4 total variables asked 	SUB
Monday November 24	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test PowerPoint - Lesson 5.3: Improve the Games Scratch - Practice Together: Egg Jump - Follow and Remix PowerPoint - Lesson 5.4: Multiplication Game Scratch - Name: Multiplication Game <ul style="list-style-type: none"> - Follow PPT & Share 	SUB
Tuesday November 25	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test PowerPoint - Lesson 5.3: Improve the Games Scratch - Practice Together: Egg Jump - Follow and Remix PowerPoint - Lesson 5.4: Multiplication Game Scratch - Name: Multiplication Game <ul style="list-style-type: none"> - Follow PPT & Share 	SUB

Date	Power Essential	Learning Target	In-Class Activities	Assignments
Wednesday November 26	No School - Thanksgiving Break			
Thursday November 27	No School - Thanksgiving Break			
Friday November 28	No School - Thanksgiving Break			
Monday December 1	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test PowerPoint - Lesson 5.6: Flappy Cat, Pt 1 Scratch - Name: Flappy Cat <ul style="list-style-type: none"> - Follow PPT: adding 2 background sprites and having them move across screen PowerPoint - Lesson 5.7: Flappy Cat, Pt 2 Scratch - Flappy Cat (Pt 2) <ul style="list-style-type: none"> - Continue with Flappy Cat from 5.6 - Follow PPT <ul style="list-style-type: none"> - Add extra challenges 	
Tuesday December 2	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test PowerPoint - Lesson 5.6: Flappy Cat, Pt 1 Scratch - Name: Flappy Cat <ul style="list-style-type: none"> - Follow PPT: adding 2 background sprites and having them move across screen PowerPoint - Lesson 5.7: Flappy Cat, Pt 2 Scratch - Flappy Cat (Pt 2) <ul style="list-style-type: none"> - Continue with Flappy Cat from 5.6 - Follow PPT <ul style="list-style-type: none"> - Add extra challenges 	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
Wednesday December 3	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test Finish 5.7 - Play Flappy Cat <ul style="list-style-type: none"> - Add reactions to buildings, lives, 1 extra Review Multiplication game (5.4) Start 5.8	
Thursday December 4	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test Finish 5.7 - Play Flappy Cat <ul style="list-style-type: none"> - Add reactions to buildings, lives, 1 extra Review Multiplication game (5.4) Start 5.8	SUB
Friday December 5	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Finish 5.7 - Play Flappy Cat PowerPoint - Lesson 5.8: Lists <ul style="list-style-type: none"> - Watch video Scratch - Follow Link and Remix <ul style="list-style-type: none"> - Skip slide 37 PowerPoint - Lesson 5.9: Quiz Scratch - Follow Link and Remix	
Monday December 8	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test Finish 5.7 - Play Flappy Cat PowerPoint - Lesson 5.8: Lists <ul style="list-style-type: none"> - Watch video Scratch - Follow Link and Remix <ul style="list-style-type: none"> - Skip slide 37 PowerPoint - Lesson 5.9: Quiz Scratch - Follow Link and Remix	

Date	Power Essential	Learning Target	In-Class Activities	Assignments
Tuesday December 9	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test Finish 5.9 <ul style="list-style-type: none"> - Add 5 more questions; total of 10; check spelling and spacing - Switch with Partners Make sure Flappy Cat is complete Grade Flappy Cat Unit 5 - Variables in Scratch <ul style="list-style-type: none"> - Review: 5.5 Guided Lesson Slides - 5.5 Debug It! - Review: 5.10 Guided Lesson Slides - 5.10 Debug It! - Quizlet Unit 5 Test RobotIsland	Unit 5 Quizlet
Wednesday December 10	Students will use computational thinking to solve problems	Students will use variables in Scratch to solve a problem	Bell Ringer: Typing Test Finish 5.9 <ul style="list-style-type: none"> - Add 5 more questions; total of 10; check spelling and spacing - Switch with Partners Make sure Flappy Cat is complete Grade Flappy Cat Unit 5 - Variables in Scratch	Unit 5 Quizlet

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Review: 5.5 Guided Lesson Slides - 5.5 Debug It! - Review: 5.10 Guided Lesson Slides - 5.10 Debug It! - Quizlet <p>Unit 5 Test RobotIsland</p>	
Thursday December 11	Students will use computational thinking to solve problems	Students will identify personal digital wellness tendencies and safe internet practices	<p>Bell Ringer: Typing Test</p> <p>Ozobots</p> <ul style="list-style-type: none"> - Overview of bot: sensors, on/off switch (video 1) - Follow Intro to Color Codes Sheet (video 2) <ul style="list-style-type: none"> - Calibration, Line Following: solid black line, colors, Don't overlap colors - Color Code Handout <p>Try your own!</p>	Video 1 Video 2
Friday December 12	Students will use computational thinking to solve problems	Students will identify personal digital wellness tendencies and safe internet practices	<p>Bell Ringer: Typing Test</p> <p>Ozobots</p> <ul style="list-style-type: none"> - Overview of bot: sensors, on/off switch (video 1) - Follow Intro to Color Codes Sheet (video 2) 	Video 1 Video 2 SUB

Date	Power Essential	Learning Target	In-Class Activities	Assignments
			<ul style="list-style-type: none"> - Calibration, Line Following: solid black line, colors, Don't overlap colors - Color Code Handout <p>Try your own!</p>	
Monday December 15	Students will use computational thinking to solve problems	Students will identify personal digital wellness tendencies and safe internet practices	Bonzai/Review for Final/Missing Work Banzai! Sign Up for Student Account (Link) <ul style="list-style-type: none"> • Cyberbullying • Digital Footprint • Digital Dragons 	
Tuesday December 16	Students will use computational thinking to solve problems	Students will identify personal digital wellness tendencies and safe internet practices	Bonzai/Review for Final/Missing Work Banzai! Sign Up for Student Account (Link) <ul style="list-style-type: none"> • Cyberbullying • Digital Footprint • Digital Dragons 	SUB
Wednesday December 17			P6: Final (11:05-1:15p)	Review Terms and Concepts - Blooket Quizlet AG Final - 8a
Thursday December 18			P11: Final (1:20-2:45p)	Review Terms and Concepts - Blooket Quizlet
Friday December 19			P2: Final (9:35-11a)	Review Terms and Concepts - Blooket Quizlet