



**COLEGIO AMERICANO
DE PUERTO VALLARTA, A.C.**
ABRIENDO LAS PUERTAS DEL MUNDO

Trimester 3 Objectives

School Year 2023-2024

Grade 6

Teacher: Patty Drege

Computer Goals	Understand and apply the “Design Thinking Process”. Create or modify a 3D digital animation. Keep up with Digital Reflection.
Core Learning Enforced	Students will use online resources for looking for information related to their projects. Students will learn the main concepts of computer science, computational thinking, and programming. By taking the Design Process approach. How does existing software can be utilized to create something that benefits members of society.
Technology Tools Used	<ul style="list-style-type: none">• Makey Makey• MIT App Inventor• Lego Dacta• Blender• Scratch

STE

1a - Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.

3a - Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

4a - Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

6b - Students create original works or responsibly repurpose or remix digital resources into new creations.

CSTA Standards

2-A-2-1 Solicit and integrate peer feedback as appropriate to develop or refine a program.

2-A-5-5 Design, develop, and present computational artifacts independently and collaboratively (e.g., mobile applications) that address social problems.

2-A-5-8 Use an iterative design process (e.g., define the problem, generate ideas, build, test, and improve solutions) to solve problems, both independently and collaboratively.