	Monday (Async)	Tuesday	Wednesday	Thursday	Friday (Async)
Week 1	Build Invention Launchpad Joystick and Keytar Journal: What do you wonder? Makey Makey 101	Welcome/ Orientation Intro to Makey Makey (via Gr 3 Lessons 1 & 2; discuss circuits) Lunch Break Intro to MM (continued) (via Gr 3 Lessons 3+4; discuss conductivity, switches) Wrap-Up + Reflections	CS Journey Overview: (CS standards; input, output, UI as CS) Hands-On Project: Animal Band (Gr 3 Lesson 6; discuss invention, accessibility, constructionism) Lunch + Learn (Theory & Practice: Silver, Invention Lit., Constructionism, maker + loose-parts) Work Time for Animal Band (sync optional) Wrap-Up + Reflections: Share your animal band	Coding with Makey Makey and Scratch (via Gr 4 Lessons 2 & 3; discuss remixing, extending) Lunch Break Coding with Makey Makey and MakeCode (Derek's existing material) Session: "No-Code, Code, Beyond Code" (positioning AI in CS education) Wrap-Up: Assign the async independent work (Create a Scratch or MakeCode Project)	Independent Work: Create a Scratch or MakeCode project: Bongos (using Scratch, Grade 4 Lesson 4) -or- Game (using Scratch or MakeCode and your I.L. Joystick) (Office hours appointments available)

	Monday (Async)	Tuesday	Wednesday	Thursday	Friday (Async)
Week 2	**Independent Work:** Experiment with CAK+CreateAI and AI Arcade (follow pre-recorded webinars) **Journal**: What do you wonder: teaching about AI and coding with AI? (Office hours appointments available)	**Debrief and Reflect on AI Experiments** **Session: AI is CS: Teaching *With* and *About* AI** (Frame AI as a domain of CS education; why teach coding anymore?) **Share/Showcase:** Bongos and Game Projects from last Friday / Q&A **Lunch Break** **Optional Workshops (Choose 2):** 1) Advanced Scratch 2) Advanced MakeCode 3) Code-a-Key 4) Using with iPads, re-mapping, etc?	**Sensors, Automation, and Generative Art** (Sensors, data, science connections, alternative inputs; Grade 4 Lesson 10, Grade 5 Lesson 15) **Lunch and Learn:** (Adapting to Grade 6-8) **Materials Workshop**: learning new build tricks; Scrappy Circuits, etc; use existing material? **Output Workshop:** Makey Makey Output pins w/5V motors, LEDs; Tease the 'output board' concept?)	**Project Choice:** **Interfaces for Everyone Project** (introduce project; Grade 3 Lesson 12) *-or-* **Match-Up: AI vs Human** (create a game in AI Arcade that includes an AI opponent, and develop MM interface) **Lunch Break** **Project Work Time** (live sync office hours) **Closing Reflections and Farewells**	**Independent Work: Interfaces for Everyone** (finish project, record video demo, share video to group site)