Virtual Asynchronous

Run the lesson as described. You may choose to have students discuss the prompts from Level 2 in your virtual environment *before* giving them the activity guide from the lesson plan and getting started programming the app in Level 3. It is suggested that you have students use the Debugging Journal so that students can get help and give help to one another while working on the app.	**Teacher Prep:** Debugging Journal

Virtual Synchronous

Run the lesson as described. If Breakout Rooms are available, you may choose to send students to rooms in order to discuss the Level 2 prompt questions. You can also put students into Breakout Rooms with a small group or partner while programming the app on Level 3 so that they can help each other debug. If Breakout Rooms are not available, you can discuss the Level 2 prompt questions as a whole class or having students answer in the chat. You can also use the Debugging Journal so that students can get help and give help to one another in the absence of Breakout Rooms.	**Teacher Prep:** Debugging Journal

Socially-Distanced Classroom

Run the lesson as described. When asked to compare or discuss with a partner, if it is not possible to maintain social-distance while discussing with a neighbor, instruct students to use headphones and join a call with another student in the room. You can also utilize the Debugging Journal if students are unable to help one another with their programs due to social-distancing.	**Teacher Prep:** Debugging Journal