Standard	Essential Questions	Learning Objective
(ting Instructional Outcome)		(1cSetting Instructional Outcomes)
onal Thinker e Designer ommunicator	What strategies can we use for solving problems with technology?	LT-I can solve problems by being persistent LT-I can create code by putting commands in corre LT-I can locate bugs in a program by identifying th code.
Relevance	**Academic Vocabulary**	**Lesson Procedure /Activities**
strating Knowledge of Students)	(1aKnowledge of Content)	(1aDemonstrating Knowledge of Conten
e idea of debugging in a real Understanding how to create tegies for solving problems that gy.	Bug - Part of a program that does not work correctly. Debugging - Finding and fixing problems in an algorithm or program. Persistence - Trying again and again, even when something is very hard.	Lesson 1-Building a Foundation (unplugged) Lesson 2- Programming with Angry Birds Lesson 3- Debugging with Maze Lesson 4- Collecting Treasure with Laurel Lesson 5- Creating Art with Code Lesson 6- Getting Loopy
cus Skill/s/Scaffolds	**Technologies/Resources**	**Assessments**
	(1dDemonstrating Knowledge of Resources)	(1fDesigning Student Assessments)
l learn the ogramming, n techniques, n and critical thinking skills, - n the face of difficulty, ety ners (three before me) eded can use program in Spanish	-Code.org	Code.org teacher assessments thumbs up/down Teacher checklist Teacher tracking Ss work online