

**Keyboarding/Computer Applications/Coding (Master)**

Teacher: Jesse Anderson, Andy Cleveland

**Yearlong questions 2020**

Content	Skills	Learning Targets	Assessment	Resources & Technology
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**CEQ:**

- **HOW CAN USING THE COMPUTER EFFECTIVELY HELP COMMUNICATION?**

*UEQ:*

- *Why is keyboarding an important skill to learn?*
- *What is the proper position while sitting at the computer?*
- *Why is it important for each person to know how to keyboard?*
- *What is the correct technique when reaching to keys above or below the home row?*
- *How does the skill of keyboarding relate to school, work and life?*
- *Why is using the proper technique important while keying?*

- *What is the importance of using correct finger placement and using the correct reaches while keying?*

**A. Keyboarding (40 days – Half class periods)** 

A1. Letter Keys

A2. Number and symbol keys

A3. Paragraph writing

UEQ:

A1. How can I use Microsoft Office programs to communicate effectively?

A2. How can I use Microsoft Office programs to display data?

**B. Computer Applications (20 days – half class periods)** 

B1. Tools and Ribbons

B2. Design, Animation, and Transition

B3. Presentation

B4. Document Formatting

UEQ:

•What is Computer science?

What is Coding?

How can coding develop my problem solving skills?

C. Coding (40 days – 20 half class periods and 20 full class periods) 

C1. How do blocks create a program

C2. What is Sequencing?

C3. What is animation, loops, and repetition?

C4. What are key press events?

C5.How does the X, Y axis work?

C6. What are conditional statements and branching logic?

**September/October**

Content	Skills	Learning Targets	Assessment	Resources & Technology
UEQ:	A. Keyboarding		Common SA	A. Keyboarding
		A. Keyboarding	A. Keyboarding	
		1. I demonstrate the proper techni		

<p><b>o</b> <i>Why is keyboarding an important skill to learn?</i></p> <p><b>o</b> <i>What is the proper position while sitting at the computer?</i></p> <p><b>o</b> <i>Why is it important for each person to know how to keyboard?</i></p> <p><b>o</b> <i>What is the correct technique when reaching to keys above or below the home row?</i></p> <p><b>o</b> <i>How does the skill of keyboarding relate to school, work and life?</i></p> <p><b>o</b> <i>Why is using the proper technique important while keying?</i></p> <p><b>o</b> <i>What is the importance of using correct finger placement and using the correct reaches while keying?</i></p> <p><b>A. Keyboarding</b> </p> <p>A1. Letter Keys</p> <p>A2. Number and symbol keys</p>	<p>A1, Demonstrates Proper Technique</p> <p>A1 A2.Demonstrates Proper Finger placement and reaches while keying</p> <p>A1. Demonstrates Speed improvement</p> <p>A3.Performs tasks with Accuracy</p> <p><b>B. Computer Applications</b></p> <p>B1. Identify tools on ribbon and in menus</p> <p>B3. Create Slides with design, animation, and transition</p> <p>B3. Present PowerPoint Slideshow</p> <p>B4. Create Business Card</p> <p>B5. Create a table and graph</p>	<p>2. I can describe why keyboarding techniques are important.</p> <p>3. I can demonstrate the correct reaches without looking at the keyboard.</p> <p>4. I have shown accuracy improvement</p> <p>5. I have shown speed improvement</p> <p><b>B. Computer Applications</b></p> <p>1. I can operate the Microsoft Office programs to communicate</p> <p>2. I can control the Microsoft Office programs to display data</p> <p>3. I know how tools work to manipulate information in Microsoft Office programs.</p>	<p>A1. Technique (multiple times)A2. Speed Improvement</p> <p>A3. Informational - How should I be sitting at the computer?</p> <p>A4. Argumentative - Google Docs or Word, which is better?</p> <p>A5. Narrative - I can change, I can do it</p> <p>Common FA</p> <p>A. Keyboarding</p> <p>A1. First 3 Technique Checks</p> <p>A2. Timed typings 3 Minute</p> <p>FA</p> <p>B. Computer Apps</p> <p>B1. Practice PowerPoint PPT #2</p> <p>B2. Memo CM #5</p> <p>B3. Letter PBL #5</p> <p>B4. PM #3</p> <p>B5. Table TA #4</p> <p>B6. Table and Graph SC#3</p>	<p>A1. Keyboarding Online</p> <p>A2. <a href="http://www.freotypinggame.net">www.freotypinggame.net</a></p>
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<p>A3. Paragraph writing</p> <p>UEQ:</p> <p>A1. How can I use Microsoft Office programs to communicate effectively?</p> <p>A2. How can I use Microsoft Office programs to display data?</p> <p><b>B. Computer Applications</b> </p> <p>B1. Tools and Ribbons</p> <p>B2. Design, Animation, and Transition</p> <p>B3. Presentation</p> <p>B4. Document Formatting</p>				
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**November**

Content	Skills	Learning Targets	Assessment	Resources & Technology
<p><b>UEQ:</b></p>	<p><b>A. Keyboarding</b></p>	<p><b>A. Keyboarding</b></p> <p>1. I demonstrate the proper techni</p>	<p><b>Common SA</b></p> <p>A. Keyboarding</p>	<p><b>A. Keyboarding</b></p>

<p><b>o</b> <i>Why is keyboarding an important skill to learn?</i></p> <p><b>o</b> <i>What is the proper position while sitting at the computer?</i></p> <p><b>o</b> <i>Why is it important for each person to know how to keyboard?</i></p> <p><b>o</b> <i>What is the correct technique when reaching to keys above or below the home row?</i></p> <p><b>o</b> <i>How does the skill of keyboarding relate to school, work and life?</i></p> <p><b>o</b> <i>Why is using the proper technique important while keying?</i></p> <p><b>o</b> <i>What is the importance of using correct finger placement and using the correct reaches while keying?</i></p> <p><b>A. Keyboarding</b> </p> <p>A1. Letter Keys</p> <p>A2. Number and symbol keys</p>	<p>A1, Demonstrates Proper Technique</p> <p>A1 A2.Demonstrates Proper Finger placement and reaches while keying</p> <p>A1. Demonstrates Speed improvement</p> <p>A3.Performs tasks with Accuracy</p> <p><b>B. Computer Applications</b></p> <p>B1. Identify tools on ribbon and in menus</p> <p>B3. Create Slides with design, animation, and transition</p> <p>B3. Present PowerPoint Slideshow</p> <p>B4. Create Business Card</p> <p>B5. Create a table and graph</p>	<p>2. I can describe why keyboarding techniques are important.</p> <p>3. I can demonstrate the correct reaches without looking at the keyboard.</p> <p>4. I have shown accuracy improvement</p> <p>5. I have shown speed improvement</p> <p><b>B. Computer Applications</b></p> <p>1. I can operate the Microsoft Office programs to communicate</p> <p>2. I can control the Microsoft Office programs to display data</p> <p>3. I know how tools work to manipulate information in Microsoft Office programs.</p>	<p>A1. Technique (multiple times)A2. Speed Improvement</p> <p>A3. Informational - How should I be sitting at the computer?</p> <p>A4. Argumentative - Google Docs or Word, which is better?</p> <p>A5. Narrative - I can change, I can do it</p> <p>Common FA</p> <p>A. Keyboarding</p> <p>A1. First 3 Technique Checks</p> <p>A2. Timed typings 3 Minute</p> <p>FA</p> <p>B. Computer Apps</p> <p>B1. Practice PowerPoint PPT #2</p> <p>B2. Memo CM #5</p> <p>B3. Letter PBL #5</p> <p>B4. PM #3</p> <p>B5. Table TA #4</p> <p>B6. Table and Graph SC#3</p>	<p>A1. Keyboarding Online</p> <p>A2. <a href="http://www.freotypinggame.net">www.freotypinggame.net</a></p>
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<p>A3. Paragraph writing</p> <p>UEQ:</p> <p>A1. How can I use Microsoft Office programs to communicate effectively?</p> <p>A2. How can I use Microsoft Office programs to display data?</p> <p><b>B. Computer Applications</b> </p> <p>B1. Tools and Ribbons</p> <p>B2. Design, Animation, and Transition</p> <p>B3. Presentation</p> <p>B4. Document Formatting</p>				
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**December**

Content	Skills	Learning Targets	Assessment	Resources & Technology
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<p><b>UEQ:</b></p> <ul style="list-style-type: none"> <li>o <i>Why is keyboarding an important skill to learn?</i></li> <li>o <i>What is the proper position while sitting at the computer?</i></li> <li>o <i>Why is it important for each person to know how to keyboard?</i></li> <li>o <i>What is the correct technique when reaching to keys above or below the home row?</i></li> <li>o <i>How does the skill of keyboarding relate to school, work and life?</i></li> <li>o <i>Why is using the proper technique important while keying?</i></li> <li>o <i>What is the importance of using correct finger placement and using the correct reaches while keying?</i></li> </ul> <p><b>A. Keyboarding</b> </p> <p>A1. Letter Keys</p> <p>A2. Number and symbol keys</p>	<p><b>A. Keyboarding</b></p> <p>A1.Demonstrates Proper Technique</p> <p>A2.Demonstrates Proper Finger placement and reaches while keying</p> <p>A3. Demonstrates Speed improvement</p> <p>A4.Performs tasks with Accuracy</p> <p>C. Coding</p> <p>Use the pen drawing tool and change pen settings Point toward the mouse pointer</p> <p>Make Actors follow other Actors and cursor</p> <p>Move Actors to random screen locations using random number generators</p> <p>Make Actors appear and disappear</p> <p>Make Actors change their size, and create the illusion of perspective</p>	<p><b>A. Keyboarding</b></p> <p><b>1. I demonstrate the proper technique.</b></p> <p><b>2. I can describe why keyboarding techniques are important.</b></p> <p><b>3. I can demonstrate the correct reaches without looking at the keyboard.</b></p> <p><b>4. I have shown accuracy improvement</b></p> <p><b>5. I have shown speed improvement</b></p> <p><b>Coding</b></p> <p>I can use loops to create a basic stop-motion animation.</p> <p>I can create a natural environment scene with sounds from that habitat.</p> <p>I can create a slideshow on a historical event.</p> <p>I know how to add actors and record your own voice for narration.</p>	<p><b>Common SA</b></p> <p>A. Keyboarding</p> <p>A1. Technique (multiple times) A2. Speed Improvement A3. Informational - How should I be sitting at the computer?</p> <p>A4. Argumentative - Google Docs or Word, which is better? A5. Narrative - I can change, I can do it</p> <p><b>Common FA</b></p> <p>A. Keyboarding</p> <p>A1. First 3 Technique Checks</p> <p>A2. Timed typings 3 Minute</p> <p><b>Coding</b></p> <p>SA</p> <p>Vocabulary Test</p> <p>End of Lesson Quizzes and Tests</p> <p>Project Completion (Create own coded scene, game, maze, or other project)</p>	<p><b>A. Keyboarding</b></p> <p>A1. Keyboarding Online</p> <p>A2. <a href="http://www.freetypinggame.net">www.freetypinggame.net</a></p> <p>Coding</p> <p>C1. <a href="http://www.Tynker.com">www.Tynker.com</a></p>
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A3. Paragraph writing	Change the color and size of pen for drawing	I can create a scene with multiple Actors that animate and jump up and down when clicked.	FA	
C. Coding	Detect colors, touches, and screen bounds	I know how to discuss dialogue that tackles a digital citizenship issue such as cyber bullying.	Lesson and module Completion	
UEQ:	Use keyboard controls to point and turn Actors	I know how to update the natural environment scene to make various animals move and speak.		
·What is Computer science?	Apply a variety of graphic effects to Actors.	I can create an interactive quiz game to assess knowledge about any subject.		
What is Coding?	Draw geometric shapes	I can create a scene with multiple Actors that can animate, move, flip and rotate.		
How can coding develop my problem solving skills?	Handle advanced events	I know how to use music to create a game where robots battle to mimic a sound sequence.		
C. Coding 	Use conditional statements to trigger special graphic and sound effects	I know how to build a traditional piano and a unique piano.		
C1. How do blocks create a program	Activate and use the physics engine	I can create an interactive musical activity involving multiple Actors.		
C2. What is Sequencing?	Apply gravity and restitution to Actors	I can create a timed two player game		
C3. What is animation, loops, and repetition?	Apply active and static properties to Actors	I know how to program a BeatBot to perform dance moves.		
C4. What are key press events?	Apply physics and animation skills and concepts			
C5. How does the X, Y axis work?	Apply impulses to projectiles to affect how fast they move			
C6. What are conditional statements and branching logic?	Apply expert physics commands			

	<p>to shoot projectiles at multiple targets</p> <p>Use timers and keyboard controls to increase interactivity and control over actors</p> <p>Apply mathematical operators in conditional statements</p> <p>Use multiplayer animations that switch from one animation to another</p> <p>Broadcast messages to all Actors</p>	<p>I can create a balloon popping game with explosion effects.</p> <p>I know how to combine animation with music and movement to create music video.</p> <p>I know how to draw shapes and patterns using pen drawing commands.</p> <p>I can build a chase game where creatures or vehicles chase after each other.</p> <p>I know how to program a racer to jump over enemy lines to reach its goal.</p> <p>I can create an Etch-a Sketch© style drawing machine.</p> <p>I can make Actors interact with each other by detecting touches and colors.</p> <p>I can create an obstacle course</p> <p>I can draw a variety of geometric shapes using a racer.</p> <p>I can create a game using ghosting, portals, sound effects, and advanced rules.</p>		
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		<p>I know how to make a structure using multiple platforms and blocks, when the laws of physics apply.</p> <p>I know how to make a simulation where the direction of gravity can be changed with keyboard controls.</p> <p>I can create a bug volleyball game.</p> <p>I know how to build a game with bats or winged creatures that can be shot out of a cannon to knock down a structure.</p> <p>I know how to make a fully functional basketball game using the physics engine.</p> <p>I can create a game involving shooting cannonballs at moving targets.</p> <p>I know how to develop a cannon simulation where a variety of projectiles can be shot at multiple targets.</p> <p>I can create a cannonball shooting game with more finely-tuned controls.</p> <p>I can create a timed multiplayer game involving collisions and other physics concepts.</p>		
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**January**

Content	Skills	Learning Targets	Assessment	Resources & Technology
<p><b>UEQ:</b></p> <ul style="list-style-type: none"> <li>o <i>Why is keyboarding an important skill to learn?</i></li> <li>o <i>What is the proper position while sitting at the computer?</i></li> <li>o <i>Why is it important for each person to know how to keyboard?</i></li> <li>o <i>What is the correct technique when reaching to keys above or below the home row?</i></li> <li>o <i>How does the skill of keyboarding relate to school, work and life?</i></li> </ul>	<p><b>A. Keyboarding</b></p> <p>A1. Demonstrates Proper Technique</p> <p>A2. Demonstrates Proper Finger placement and reaches while keying</p> <p>A3. Demonstrates Speed improvement</p> <p>A4. Performs tasks with Accuracy</p> <p>C. Coding</p> <p>Use the pen drawing tool and change pen settings Point toward the mouse pointer</p>	<p><b>A. Keyboarding</b></p> <p><b>1. I demonstrate the proper technique.</b></p> <p><b>2. I can describe why keyboarding techniques are important.</b></p> <p><b>3. I can demonstrate the correct reaches without looking at the keyboard.</b></p> <p><b>4. I have shown accuracy improvement</b></p> <p><b>5. I have shown speed improvement</b></p>	<p><b>Common SA</b></p> <p>A. Keyboarding</p> <p>A1. Technique (multiple times) A2. Speed Improvement A3. Informational - How should I be sitting at the computer?</p> <p>A4. Argumentative - Google Docs or Word, which is better? A5. Narrative - I can change, I can do it</p> <p><b>Common FA</b> A. Keyboarding</p> <p>A1. First 3 Technique Checks A2. Timed typings 3 Minute</p>	<p><b>A. Keyboarding</b></p> <p>A1. Keyboarding Online A2. <a href="http://www.freetypinggame.net">www.freetypinggame.net</a> Coding C1. <a href="http://www.Tynker.com">www.Tynker.com</a></p>
		<p><b>Coding</b></p>		

<p>o <i>Why is using the proper technique important while keying?</i></p>	<p>Make Actors follow other Actors and cursor</p>	<p>I can use loops to create a basic stop-motion animation.</p>	<p><b>Coding</b></p>	
<p>o <i>What is the importance of using correct finger placement and using the correct reaches while keying?</i></p>	<p>Move Actors to random screen locations using random number generators</p>	<p>I can create a natural environment scene with sounds from that habitat.</p>	<p>SA Vocabulary Test</p>	
<p><b>A. Keyboarding</b> </p>	<p>Make Actors appear and disappear</p>	<p>I can create a slideshow on a historical event.</p>	<p>End of Lesson Quizzes and Tests</p>	
<p>A1. Letter Keys</p>	<p>Make Actors change their size, and create the illusion of perspective</p>	<p>I know how to add actors and record your own voice for narration.</p>	<p>Project Completion (Create own coded scene, game, maze, or other project)</p>	
<p>A2. Number and symbol keys</p>				
<p>A3. Paragraph writing</p>	<p>Change the color and size of pen for drawing</p>	<p>I can create a scene with multiple Actors that animate and jump up and down when clicked.</p>		
<p>C. Coding</p>	<p>Detect colors, touches, and screen bounds</p>	<p>I know how to discuss dialogue that tackles a digital citizenship issue such as cyber bullying.</p>	<p>FA</p>	
<p><i>UEQ:</i></p>	<p>Use keyboard controls to point and turn Actors</p>	<p>I know how to update the natural environment scene to make various animals move and speak.</p>	<p>Lesson and module Completion</p>	
<p>What is Computer science?</p>				
<p>What is Coding?</p>	<p>Apply a variety of graphic effects to Actors.</p>			
<p>How can coding develop my problem solving skills?</p>	<p>Draw geometric shapes</p>	<p>I can create an interactive quiz game to assess knowledge about any subject.</p>		
<p>C. Coding </p>	<p>Handle advanced events</p>			
<p>C1. How do blocks create a program</p>	<p>Use conditional statements to trigger special graphic and sound effects</p>	<p>I can create a scene with multiple Actors that can animate, move, flip and rotate.</p>		
<p>C2. What is Sequencing?</p>				

<p>C3. What is animation, loops, and repetition?</p>	<p>Activate and use the physics engine</p>	<p>I know how to use music to create a game where robots battle to mimic a sound sequence.</p>		
<p>C4. What are key press events?</p>	<p>Apply gravity and restitution to Actors</p>	<p>I know how to build a traditional piano and a unique piano.</p>		
<p>C5. How does the X, Y axis work?</p>	<p>Apply active and static properties to Actors</p>	<p>I can create an interactive musical activity involving multiple Actors.</p>		
<p>C6. What are conditional statements and branching logic?</p>	<p>Apply physics and animation skills and concepts</p>	<p>I can create a timed two player game</p>		
<p></p>	<p>Apply impulses to projectiles to affect how fast they move</p>	<p>I know how to program a BeatBot to perform dance moves.</p>		
<p></p>	<p>Apply expert physics commands to shoot projectiles at multiple targets</p>	<p>I can create a balloon popping game with explosion effects.</p>		
<p></p>	<p>Use timers and keyboard controls to increase interactivity and control over actors</p>	<p>I know how to combine animation with music and movement to create music video.</p>		
<p></p>	<p>Apply mathematical operators in conditional statements</p>	<p>I know how to draw shapes and patterns using pen drawing commands.</p>		
<p></p>	<p>Use multiplayer animations that switch from one animation to another</p>	<p>I can build a chase game where creatures or vehicles chase after each other.</p>		
<p></p>	<p>Broadcast messages to all Actors</p>	<p>I know how to program a racer to jump over enemy lines to reach its goal.</p>		

		<p>I can create an Etch-a Sketch© style drawing machine.</p> <p>I can make Actors interact with each other by detecting touches and colors.</p> <p>I can create an obstacle course.</p> <p>I can draw a variety of geometric shapes using a racer.</p> <p>I can create a game using ghosting, portals, sound effects, and advanced rules.</p> <p>I know how to make a structure using multiple platforms and blocks, where the laws of physics apply.</p> <p>I know how to make a simulation where the direction of gravity can be changed with keyboard controls.</p> <p>I can create a bug volleyball game.</p> <p>I know how to build a game with bats or winged creatures that can be shot out of a cannon to knock down a structure.</p> <p>I know how to make a fully functional basketball game using the physics engine.</p>		
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		<p>I can create a game involving shooting cannonballs at moving targets.</p> <p>I know how to develop a cannon simulation where a variety of projectiles can be shot at multiple targets.</p> <p>I can create a cannonball shooting game with more finely-tuned controls.</p> <p>I can create a timed multiplayer game involving collisions and other physics concepts.</p>		
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**February**

Content	Skills	Learning Targets	Assessment	Resources & Technology
<i>UEQ:</i>	<b>A. Keyboarding</b>		<b>Common SA</b>	<b>A. Keyboarding</b>
	A1.Demonstrates Proper Technique	<b>A. Keyboarding</b>	A. Keyboarding	

<p><b>o Why is keyboarding an important skill to learn?</b></p> <p><b>o What is the proper position while sitting at the computer?</b></p> <p><b>o Why is it important for each person to know how to keyboard?</b></p> <p><b>o What is the correct technique when reaching to keys above or below the home row?</b></p> <p><b>o How does the skill of keyboarding relate to school, work and life?</b></p> <p><b>o Why is using the proper technique important while keying?</b></p> <p><b>o What is the importance of using correct finger placement and using the correct reaches while keying?</b></p> <p><b>A. Keyboarding</b> </p> <p>A1. Letter Keys</p> <p>A2. Number and symbol keys</p> <p>A3. Paragraph writing</p> <p>C. Coding</p>	<p>A2. Demonstrates Proper Finger placement and reaches while keying</p> <p>A3. Demonstrates Speed improvement</p> <p>A4. Performs tasks with Accuracy</p> <p>C. Coding</p> <p>Use the pen drawing tool and change pen settings Point toward the mouse pointer</p> <p>Make Actors follow other Actors and cursor</p> <p>Move Actors to random screen locations using random number generators</p> <p>Make Actors appear and disappear</p> <p>Make Actors change their size, and create the illusion of perspective</p> <p>Change the color and size of pen for drawing</p> <p>Detect colors, touches, and screen bounds</p>	<p><b>1. I demonstrate the proper technique.</b></p> <p><b>2. I can describe why keyboarding techniques are important.</b></p> <p><b>3. I can demonstrate the correct reaches without looking at the keyboard.</b></p> <p><b>4. I have shown accuracy improvement</b></p> <p><b>5. I have shown speed improvement</b></p> <hr/> <p><b>Coding</b></p> <p>I can use loops to create a basic stop-motion animation.</p> <p>I can create a natural environment scene with sounds from that habitat.</p> <p>I can create a slideshow on a historical event.</p> <p>I know how to add actors and record your own voice for narration.</p> <p>I can create a scene with multiple Actors that animate and jump up and down when clicked.</p>	<p>A1. Technique (multiple times) A2. Speed Improvement A3. Informational - How should I be sitting at the computer?</p> <p>A4. Argumentative - Google Docs or Word, which is better? A5. Narrative - I can change, I can do it</p> <p><b>Common FA</b> A. Keyboarding</p> <p>A1. First 3 Technique Checks</p> <p>A2. Timed typings 3 Minute</p> <p><b>Coding</b></p> <p>SA</p> <p>Vocabulary Test</p> <p>End of Lesson Quizzes and Tests</p> <p>Project Completion (Create own coded scene, game, maze, or other project)</p> <p>FA</p>	<p>A1. Keyboarding Online</p> <p>A2. <a href="http://www.freotypinggame.net">www.freotypinggame.net</a></p> <p>Coding</p> <p>C1. <a href="http://www.Tynker.com">www.Tynker.com</a></p>
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<p>UEQ:</p> <p>·What is Computer science?</p> <p>What is Coding?</p> <p>How can coding develop my problem solving skills?</p> <p><b>C. Coding</b> </p> <p>C1. How do blocks create a program</p> <p>C2. What is Sequencing?</p> <p>C3. What is animation, loops, and repetition?</p> <p>C4. What are key press events?</p> <p>C5.How does the X, Y axis work?</p> <p>C6. What are conditional statements and branching logic?</p>	<p>Use keyboard controls to point and turn Actors</p> <p>Apply a variety of graphic effects to Actors.</p> <p>Draw geometric shapes</p> <p>Handle advanced events</p> <p>Use conditional statements to trigger special graphic and sound effects</p> <p>Activate and use the physics engine</p> <p>Apply gravity and restitution to Actors</p> <p>Apply active and static properties to Actors</p> <p>Apply physics and animation skills and concepts</p> <p>Apply impulses to projectiles to affect how fast they move</p> <p>Apply expert physics commands to shoot projectiles at multiple targets</p>	<p>I know how to discuss dialogue that tackles a digital citizenship issue such as cyber bullying.</p> <p>I know how to update the natural environment scene to make various animals move and speak.</p> <p>I can create an interactive quiz game to assess knowledge about any subject.</p> <p>I can create a scene with multiple Actors that can animate, move, flip and rotate.</p> <p>I know how to use music to create a game where robots battle to mimic a sound sequence.</p> <p>I know how to build a traditional piano and a unique piano.</p> <p>I can create an interactive musical activity involving multiple Actors.</p> <p>I can create a timed two player game</p> <p>I know how to program a BeatBot to perform dance moves.</p> <p>I can create a balloon popping game with explosion effects.</p>	<p>Lesson and module Completion</p>	
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	<p>Use timers and keyboard controls to increase interactivity and control over actors</p> <p>Apply mathematical operators in conditional statements</p> <p>Use multiplayer animations that switch from one animation to another</p> <p>Broadcast messages to all Actors</p>	<p>I know how to combine animation with music and movement to create music video.</p> <p>I know how to draw shapes and patterns using pen drawing commands.</p> <p>I can build a chase game where creatures or vehicles chase after each other.</p> <p>I know how to program a racer to jump over enemy lines to reach its goal.</p> <p>I can create an Etch-a Sketch© style drawing machine.</p> <p>I can make Actors interact with each other by detecting touches and color</p> <p>I can create an obstacle course</p> <p>I can draw a variety of geometric shapes using a racer.</p> <p>I can create a game using ghosting, portals, sound effects, and advanced rules.</p> <p>I know how to make a structure using multiple platforms and blocks, when the laws of physics apply.</p>		
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		<p>I know how to make a simulation where the direction of gravity can be changed with keyboard controls.</p> <p>I can create a bug volleyball game.</p> <p>I know how to build a game with bats or winged creatures that can be shot out of a cannon to knock down a structure.</p> <p>I know how to make a fully functional basketball game using the physics engine.</p> <p>I can create a game involving shooting cannonballs at moving targets.</p> <p>I know how to develop a cannon simulation where a variety of projectiles can be shot at multiple targets.</p> <p>I can create a cannonball shooting game with more finely-tuned controls.</p> <p>I can create a timed multiplayer game involving collisions and other physics concepts.</p>		
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**March**

Content	Skills	Learning Targets	Assessment	Resources & Technology
<p><b>UEQ:</b></p> <ul style="list-style-type: none"> <li>o <i>Why is keyboarding an important skill to learn?</i></li> <li>o <i>What is the proper position while sitting at the computer?</i></li> <li>o <i>Why is it important for each person to know how to keyboard?</i></li> <li>o <i>What is the correct technique when reaching to keys above or below the home row?</i></li> <li>o <i>How does the skill of keyboarding relate to school, work and life?</i></li> <li>o <i>Why is using the proper technique important while keying?</i></li> </ul>	<p><b>A. Keyboarding</b></p> <p>A1. Demonstrates Proper Technique</p> <p>A2. Demonstrates Proper Finger placement and reaches while keying</p> <p>A3. Demonstrates Speed improvement</p> <p>A4. Performs tasks with Accuracy</p> <p>C. Coding</p> <p>Use the pen drawing tool and change pen settings</p> <p>Point toward the mouse pointer</p> <p>Make Actors follow other Actors and cursor</p>	<p><b>A. Keyboarding</b></p> <p><b>1. I demonstrate the proper technique.</b></p> <p><b>2. I can describe why keyboarding techniques are important.</b></p> <p><b>3. I can demonstrate the correct reaches without looking at the keyboard.</b></p> <p><b>4. I have shown accuracy improvement</b></p> <p><b>5. I have shown speed improvement</b></p>	<p><b>Common SA</b></p> <p>A. Keyboarding</p> <p>A1. Technique (multiple times)</p> <p>A2. Speed Improvement</p> <p>A3. Informational - How should I be sitting at the computer?</p> <p>A4. Argumentative - Google Docs or Word, which is better?</p> <p>A5. Narrative - I can change, I can do it</p> <p><b>Common FA</b></p> <p>A. Keyboarding</p> <p>A1. First 3 Technique Checks</p> <p>A2. Timed typings 3 Minute</p> <p><b>Coding</b></p> <p>SA</p>	<p><b>A. Keyboarding</b></p> <p>A1. Keyboarding Online</p> <p>A2. <a href="http://www.freetypinggame.net">www.freetypinggame.net</a></p> <p>Coding</p> <p>C1. <a href="http://www.Tynker.com">www.Tynker.com</a></p>
		<p><b>Coding</b></p> <p>I can use loops to create a basic stop-motion animation.</p>		

<p><b>o</b> <i>What is the importance of using correct finger placement and using the correct reaches while keying?</i></p> <p><b>A. Keyboarding</b> </p> <p>A1. Letter Keys</p> <p>A2. Number and symbol keys</p> <p>A3. Paragraph writing</p> <p><b>C. Coding</b></p> <p><i>UEQ:</i></p> <p>·What is Computer science?</p> <p>What is Coding?</p> <p>How can coding develop my problem solving skills?</p> <p><b>C. Coding</b> </p> <p>C1. How do blocks create a program</p> <p>C2. What is Sequencing?</p> <p>C3. What is animation, loops, and repetition?</p>	<p>Move Actors to random screen locations using random number generators</p> <p>Make Actors appear and disappear</p> <p>Make Actors change their size, and create the illusion of perspective</p> <p>Change the color and size of pen for drawing</p> <p>Detect colors, touches, and screen bounds</p> <p>Use keyboard controls to point and turn Actors</p> <p>Apply a variety of graphic effects to Actors.</p> <p>Draw geometric shapes</p> <p>Handle advanced events</p> <p>Use conditional statements to trigger special graphic and sound effects</p> <p>Activate and use the physics engine</p>	<p>I can create a natural environment scene with sounds from that habitat.</p> <p>I can create a slideshow on a historical event.</p> <p>I know how to add actors and record your own voice for narration.</p> <p>I can create a scene with multiple Actors that animate and jump up and down when clicked.</p> <p>I know how to discuss dialogue that tackles a digital citizenship issue such as cyber bullying.</p> <p>I know how to update the natural environment scene to make various animals move and speak.</p> <p>I can create an interactive quiz game to assess knowledge about any subject.</p> <p>I can create a scene with multiple Actors that can animate, move, flip and rotate.</p> <p>I know how to use music to create a game where robots battle to mimic a sound sequence.</p>	<p>Vocabulary Test</p> <p>End of Lesson Quizzes and Tests</p> <p>Project Completion (Create own coded scene, game, maze, or other project)</p> <p>FA</p> <p>Lesson and module Completion</p>	
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C4. What are key press events?	Apply gravity and restitution to Actors	I know how to build a traditional piano and a unique piano.		
C5. How does the X, Y axis work?	Apply active and static properties to Actors	I can create an interactive musical activity involving multiple Actors.		
C6. What are conditional statements and branching logic?	Apply physics and animation skills and concepts	I can create a timed two player game		
	Apply impulses to projectiles to affect how fast they move	I know how to program a BeatBot to perform dance moves.		
	Apply expert physics commands to shoot projectiles at multiple targets	I can create a balloon popping game with explosion effects.		
	Use timers and keyboard controls to increase interactivity and control over actors	I know how to combine animation with music and movement to create music video.		
	Apply mathematical operators in conditional statements	I know how to draw shapes and patterns using pen drawing commands.		
	Use multiplayer animations that switch from one animation to another	I can build a chase game where creatures or vehicles chase after each other.		
	Broadcast messages to all Actors	I know how to program a racer to jump over enemy lines to reach its goal.		
		I can create an Etch-a Sketch© style drawing machine.		

		<p>I can make Actors interact with each other by detecting touches and colors.</p> <p>I can create an obstacle course.</p> <p>I can draw a variety of geometric shapes using a racer.</p> <p>I can create a game using ghosting, portals, sound effects, and advanced rules.</p> <p>I know how to make a structure using multiple platforms and blocks, when the laws of physics apply.</p> <p>I know how to make a simulation where the direction of gravity can be changed with keyboard controls.</p> <p>I can create a bug volleyball game.</p> <p>I know how to build a game with bats or winged creatures that can be shot out of a cannon to knock down a structure.</p> <p>I know how to make a fully functional basketball game using the physics engine.</p> <p>I can create a game involving shooting cannonballs at moving targets.</p>		
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		<p>I know how to develop a cannon simulation where a variety of projectiles can be shot at multiple targets.</p> <p>I can create a cannonball shooting game with more finely-tuned controls.</p> <p>I can create a timed multiplayer game involving collisions and other physics concepts.</p>		
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**April**

<b>Content</b>	<b>Skills</b>	<b>Learning Targets</b>	<b>Assessment</b>	<b>Resources &amp; Technology</b>
Coding	Coding	I can use loops to create a basic stop-motion animation.	SA	www.tynker.com
<i>UEQ:</i>	C1. Create actors		Vocabulary Test	
·What is Computer science?	C2. Create Backgrounds	I can create a natural environment scene with sounds from that habitat.	End of Lesson Quizzes and Tests	
What is Coding?	C3.Add Sounds	I can create a slideshow on a historical event.	Project Completion	

<p>How can coding develop my problem solving skills?</p> <p><b>C. Coding</b> </p> <p>C1. How do blocks create a program</p> <p>C2. What is Sequencing?</p> <p>C3. What is animation, loops, and repetition?</p> <p>C4. What are key press events?</p> <p>C5. How does the X, Y axis work?</p> <p>C6. What are conditional statements and branching logic?</p>	<p>C4. Making multiple actions happen based on an input of key press</p> <p>C5. Move Actors along X,Y Axis</p> <p>C5. Use speech bubbles to have actors communicate</p> <p>C6. Use math operators for logic, timing, and signals</p>	<p>I know how to add actors and record your own voice for narration.</p> <p>I can create a scene with multiple Actors that animate and jump up and down when clicked.</p> <p>I know how to discuss dialogue that tackles a digital citizenship issue such as cyber bullying.</p> <p>I know how to update the natural environment scene to make various animals move and speak.</p> <p>I can create an interactive quiz game to assess knowledge about any subject.</p> <p>I can create a scene with multiple Actors that can animate, move, flip and rotate.</p> <p>I know how to use music to create a game where robots battle to mimic the sound sequence.</p> <p>I know how to build a traditional piano and a unique piano.</p> <p>I can create an interactive musical activity involving multiple Actors.</p> <p>I can create a timed two player game.</p> <p>I know how to program a BeatBot to perform dance moves.</p> <p>I can create a balloon popping game with explosion effects.</p>	<p>FA</p> <p>Lesson and module Completion</p>	
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		<p>I know how to combine animation with music and movement to create a music video.</p> <p>I know how to draw shapes and patterns using pen drawing commands.</p> <p>I can build a chase game where creatures or vehicles chase after each other.</p> <p>I know how to program a racer to jump over enemy lines to reach its goal.</p> <p>I can create an Etch-a Sketch© style drawing machine.</p> <p>I can make Actors interact with each other by detecting touches and colors.</p> <p>I can create an obstacle course</p> <p>I can draw a variety of geometric shapes using a racer.</p> <p>I can create a game using ghosting, portals, sound effects, and advanced rules.</p> <p>I know how to make a structure using multiple platforms and blocks, where the laws of physics apply.</p> <p>I know how to make a simulation where the direction of gravity can be changed with keyboard controls.</p>		
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		<p>I can create a bug volleyball game.</p> <p>I know how to build a game with balls or winged creatures that can be shot out of a cannon to knock down a structure.</p> <p>I know how to make a fully functional basketball game using the physics engine.</p> <p>I can create a game involving shooting cannonballs at moving targets.</p> <p>I know how to develop a cannon simulation where a variety of projectiles can be shot at multiple targets.</p> <p>I can create a cannonball shooting game with more finely-tuned controls.</p> <p>I can create a timed multiplayer game involving collisions and other physics concepts.</p>		
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**May 2019**

<b>Content</b>	<b>Skills</b>	<b>Learning Targets</b>	<b>Assessment</b>	<b>Resources &amp; Technology</b>
Coding	Coding	I can use loops to create a basic stop-motion animation.	SA	www.tynker.com
<i>UEQ:</i> ·What is Computer science?	C1. Create actors C2. Create Backgrounds	I can create a natural environment scene with sounds from that habitat.	Vocabulary Test End of Lesson Quizzes and Tests	
What is Coding?	C3.Add Sounds	I can create a slideshow on a historical event.	Project Completion	

<p>How can coding develop my problem solving skills?</p>	<p>C4. Making multiple actions happen based on an input of key press</p>	<p>I know how to add actors and record your own voice for narration.</p>		
<p><b>C. Coding</b> </p>	<p>C5. Move Actors along X,Y Axis</p>	<p>I can create a scene with multiple Actors that animate and jump up and down when clicked.</p>	<p>FA</p>	
<p>C1. How do blocks create a program</p>	<p>C5. Use speech bubbles to have actors communicate</p>	<p>I know how to discuss dialogue that tackles a digital citizenship issue such as cyber bullying.</p>	<p>Lesson and module Completion</p>	
<p>C2. What is Sequencing?</p>	<p>C6. Use math operators for logic, timing, and signals</p>	<p>I know how to update the natural environment scene to make various animals move and speak.</p>		
<p>C3. What is animation, loops, and repetition?</p>	<p>Use the pen drawing tool and change pen settings</p>	<p>I can create an interactive quiz game to assess knowledge about any subject.</p>		
<p>C4. What are key press events?</p>	<p>Point toward the mouse pointer</p>	<p>I can create a scene with multiple Actors that can animate, move, flip and rotate.</p>		
<p>C5.How does the X, Y axis work?</p>	<p>Make Actors follow other Actors and cursor</p>	<p>I know how to use music to create a game where robots battle to mimic the sound sequence.</p>		
<p>C6. What are conditional statements and branching logic?</p>	<p>Move Actors to random screen locations using random number generators</p>	<p>I know how to build a traditional piano and a unique piano.</p>		
	<p>Make Actors appear and disappear</p>	<p>I can create an interactive musical activity involving multiple Actors.</p>		
	<p>Make Actors change their size, and create the illusion of perspective</p>	<p>I can create a timed two player game.</p>		
	<p>Change the color and size of pen for drawing</p>	<p>I know how to program a BeatBot to perform dance moves.</p>		
		<p>I can create a balloon popping game with explosion effects.</p>		

	Detect colors, touches, and screen bounds	I know how to combine animation with music and movement to create a music video.		
	Use keyboard controls to point and turn Actors	I know how to draw shapes and patterns using pen drawing commands.		
	Apply a variety of graphic effects to Actors.	I can build a chase game where creatures or vehicles chase after each other.		
	Draw geometric shapes	I know how to program a racer to jump over enemy lines to reach its goal.		
	Handle advanced events	I can create an Etch-a Sketch© style drawing machine.		
	Use conditional statements to trigger special graphic and sound effects	I can make Actors interact with each other by detecting touches and colors.		
	Activate and use the physics engine	I can create an obstacle course		
	Apply gravity and restitution to Actors	I can draw a variety of geometric shapes using a racer.		
	Apply active and static properties to Actors	I can create a game using ghosting, portals, sound effects, and advanced rules.		
	Apply physics and animation skills and concepts	I know how to make a structure using multiple platforms and blocks, where the laws of physics apply.		
	Apply impulses to projectiles to affect how fast they move Apply expert physics commands to shoot projectiles at multiple targets	I know how to make a simulation where the direction of gravity can be changed with keyboard controls.		

	<p>Use timers and keyboard controls to increase interactivity and control over actors</p> <p>Apply mathematical operators in conditional statements</p> <p>Use multiplayer animations that switch from one animation to another</p> <p>Broadcast messages to all Actors</p>	<p>I can create a bug volleyball game.</p> <p>I know how to build a game with balls or winged creatures that can be shot out of a cannon to knock down a structure.</p> <p>I know how to make a fully functional basketball game using the physics engine.</p> <p>I can create a game involving shooting cannonballs at moving targets.</p> <p>I know how to develop a cannon simulation where a variety of projectiles can be shot at multiple targets.</p> <p>I can create a cannonball shooting game with more finely-tuned controls.</p> <p>I can create a timed multiplayer game involving collisions and other physics concepts.</p>		
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