

Grade 6 CTE - Modified from [Unit 1 - Animation Design via Block Coding](#)

Targeted Goals from Stage 1: Desired Results

Explore and hone techniques, skills, methods, and processes to create and innovate.

Content Knowledge: Bugs in a program are natural and are part of the iterative design process.

Vocabulary: debug, conditionals, troubleshooting, and iterative

Skills: Debug problems within programs using a variety of different strategies.

Expectation: Students will demonstrate how to debug a program by navigating through a series of exercises that have a problem within the code that requires analysis and fixing the code.

Description of Task (s):	Resources and Materials:	Daily Checks
Monday: <ul style="list-style-type: none"> Watch a tutorial on working to debug a program, <i>read the instructions</i> for each activity, and <i>save their changes</i> properly. 	<ul style="list-style-type: none"> Tutorial #4 posted on YouTube. (Link posted on Google Classroom) 	<ul style="list-style-type: none"> Students will be asked to “Turn In” a Debug-It Google Doc via Google Classroom after watching the tutorial.
Tuesday: <ul style="list-style-type: none"> Complete Debug-It Activities <ul style="list-style-type: none"> 1.1 through 1.5 	<ul style="list-style-type: none"> Debug-It 1.1 Debug-It 1.2 Debug-It 1.3 Debug-It 1.4 Debug-It 1.5 	<ul style="list-style-type: none"> At the end of the week, I will log onto each students’ account to <u>check for completion</u> of the Debug-It Activities. Students will also be required to take a Google Form (at the end of the week) in the form of a survey about the Debug-It activities.
Wednesday: <ul style="list-style-type: none"> Complete Debug-It Activities <ul style="list-style-type: none"> 2.1 through 2.4 	<ul style="list-style-type: none"> Debug-It 2.1 Debug-It 2.2 Debug-It 2.3 Debug-It 2.4 	
Thursday: <ul style="list-style-type: none"> Complete Debug-It Activities <ul style="list-style-type: none"> 3.1 through 3.5 	<ul style="list-style-type: none"> Debug-It 3.1 Debug-It 3.2 Debug-It 3.3 Debug-It 3.4 Debug-It 3.5 	
Friday: <ul style="list-style-type: none"> Good Friday 	<ul style="list-style-type: none"> Good Friday 	

Week criteria for success (attach student checklists or rubrics):

- Debug-It Checklist (1)
- Debug-It Checklist (2)
- Debug-It Checklist (3)

Supportive resources and tutorials for the week (plans for re-teaching):

- Scratch Tutorials