Grade 5 Computer Coding - *Modified from [Units 1 Game Design](#) &[Unit 2 Data Abstraction](#)*

Targeted Goals from Stage 1: Desired Results

Content Knowledge: Perseverance: Students will be able to identify problem(s) and use appropriate strategies to continue toward a desired goal.

Vocabulary: Perseverance

Expectation: Students will observe an example of perseverance and reflect on its lesson. Students will complete a course survey.

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Monday: How has Elon Musk demonstrated perseverance through his SpaceX program? How would NASA's space program be different if he had given up? What can you learn from Elon Musk?	Weekly Intro video How NOT to Land an Orbital Rocket Booster SpaceX Dragon Demo-2 Launch Complete the course survey	Question: What can you learn from Elon Musk? Course survey
Wednesday: The year is over! Celebrate with a Dance Party!	Code.org login / Dance Party Have fun with coding a Dance Party!	

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

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