Grade 5 Coding - *Modified from* Unit 1 - Game Design with Block Coding

Targeted Goals from Stage 1: Desired Results

Content Knowledge: Collaboration with others can improve the end product by incorporating different perspectives in the game design. Gaining feedback from others is an important step in optimizing your game design. The reiterative process includes: testing, debugging and revising.

Vocabulary: variable

Skills: Analyzing and Reflecting, debugging

Expectation: Students will peer review the games of four classmates, and provide CONSTRUCTIVE feedback about what works well and where improvements can be made. **These ratings are due by FRIDAY!!**

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Monday: Variables	Youtube: What's a variable, and how is it used? ==Adding a score to our games: Star Hunter through step 35.==	
Tuesday:		
Wednesday: Game Time! Play and Review others' games! You must review the 4 games you've been asked to review by the end of the week.	WeVideo Instructions Game Ratings Sheet	Completed Game Ratings Sheet: 1 game
Thursday:		
Friday: Reviewing games and getting ideas	Continue reviewing games, and play other games	Completed Game Ratings Sheet: 3 games

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

Checklist:

1) Play and Review 3 games assigned to you
2) Play other classmates' games to get ideas
3) Review your game ratings

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