Grade 4 Computer Coding - *Modified from* [Unit 2 - Computational Thinking](#)

Targeted Goals from Stage 1: Desired Results

Content Knowledge: Create programs that include sequences, events, loops, and conditionals. Test and debug (identify and fix errors) a program or algorithm to ensure it runs as expected.

Vocabulary: loops**,** perseverance, debug

Skills:
- Write basic code using a block language.
- Debug code using a variety of different strategies.
- Use loops to code efficiently, using as few steps as possible to solve a problem.

Expectation: Students will have fun celebrating the end of the year, using their coding skills. Students will complete the feedback survey.

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Monday: More coding fun: Sticker Art Give me feedback!	Try lesson 7: Sticker Art with Loops! What can I do better? Complete the survey!	Class Survey Code.org Lesson 7
Tuesday: Meet!	Our last meet of the year…	
Wednesday: Have a party!	Celebrate! School's out for the summer! Code a Dance Party by completing Lesson 1 in code.org!	Code.org Lesson 1

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

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