Grade 5 Distance Learning Module 10: Week of: 6/8/2020-6/12/2020

Grade 5 STEAM - Modified from Unit B - Innovative Designer

Targeted Goals from Stage 1: Desired Results

Content Knowledge:

- Use basic terminology of block coding.
- Engineers couple creativity and imagination with analytical skills to solve problems.

Vocabulary:

• All coding vocabulary we have been using for the last two months Algorithms, Loops, Conditions, Conditionals, While Loops, Functions, Constants, and Variables.

Skills:

- Using the design process to create a model.
- Creating working models from reused materials.

Expectation: Students will be able to -

- Work collaboratively in a group in an online setting.
- Make compromises
- Contribute their portion of the team's work.

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Monday: Watch Video - work on the Plan Out	Watch Daily Message	Nothing due - but check in if you need help.
Your Game Document	Live Class @ 12:00 for	
	Questions and Answers	
	Work on Your Game Google Slides	
Wednesday: Work on Your Game	Watch Daily greeting	Nothing due - but check in if you need help.
	Work on your Game Play Google Slide	
Thursday:	Live Class @ 12:00 for	Nothing due - but check in if you need help.
	Questions and Answers	

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Friday: Google Play Google Slides is Due	Work on Game Play Google Slides Ask Questions if You Have Them!!	Google Slides Game Play Due

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

Week One 5th Grade STEAM Checklist

- Watch daily messages and work on your game!
- Complete Google Slides Game Play by Friday

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

- Review of daily recording of the day's task.
- Check in via comments in Google Classroom everyday
- Office hours to ask questions
- Live Meeting Q & A
- Instructional downloads