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

*We normally would meet every other day, so I have changed the format of the Module to be every other day.

Vocabulary: title backdrop, closing backdrop, broadcast, and wait blocks

Expectation: (Continued…) Students will demonstrate how to storyboard all of the pertinent information through creating a storyboard for an animation involving two sprites.

Description of Task (s):	Resources and Materials:	Daily Checks
Monday: ● Continue to revise and improve your story animation.	● Individual Review/Feedback form ● PBA Rubric - Story Animation	● At the end of the week, I will log in to each students' account to see their progress on their story animation. ● I will be available for questions via e-mail or via Google Classroom posts.
Tuesday: ● ***TAKE A BREAK!***		
Wednesday: ● ***Continue*** developing the story. ● Students should focus on including all the required elements.	● Individual Review/Feedback form ● PBA Rubric - Story Animation	
Thursday: ● ***TAKE A BREAK!***		
Friday: ● If you are done with your animation, please send me a quick e-mail letting me know you are done. I will log onto your Scratch account and check it out!	● Individual Review/Feedback form ● PBA Rubric - Story Animation	

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

PBA Rubric - Story Animation

Individual Evaluation Form

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

- Scratch Tutorials