7th Grade Week-At-A-Glance

Week of 2/26/24 – 3/1/24

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| --- | --- | --- | --- | --- | --- |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |
| Standard and/or Objective | Document programs to make them easier to follow, test, and debug | Create clearly named variables that represent different data types and perform operations on their values. | Create clearly named variables that represent different data types and perform operations on their values. | Create clearly named variables that represent different data types and perform operations on their values. | Create clearly named variables that represent different data types and perform operations on their values. |
| “I can” statement | Identify and describe how to use variables and random numbers to create unique shapes. | Create a sprite and control its location. | Create a sprite and control its location. | Create, use and update multiple properties of a sprite. | Create, use and update multiple properties of a sprite. |
| Assignments Activities  WICOR  Connections  W=Writing  I-Inquiry  C=Collaboration  O=Organization  R=Reading | Read through the text. Use the information from the text and code.org to answer the questions. (W,R) | Use Game Lab to plot sprites with variables and random numbers that vary in location, size, and color.  (W,I,C,R) | Use Game Lab to plot sprites with variables and random numbers that vary in location, size, and color.  (W,I,C,R) | Use dot notation to update a sprite's properties. Use and update multiple sprite properties | Use dot notation to update a sprite's properties. Use and update multiple sprite properties |
| Assessments and/or projects | Variables and Random Numbers Vocab | Sprites | Sprites | Sprite Properties | Sprite Properties |
| Homework | Finish Classwork | Finish Classwork | Finish Classwork | Finish Classwork | Finish Classwork |