Artifact Type	Description (Topic) Grade Level Link	Related Goal and CS&DF Standard
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice .Create a Story	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice .Cat / Mouse	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice .Add a backdrop	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice Crab Walk	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.

Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice Fly to a Spot	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice Add a backdrop 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice Walking Giraffe	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice Step by Step	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for a curriculum topic of your choice	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with

	Walking Cat	others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.

Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Create an exemplar Scratch project for an autobiography	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • DL 2 Select appropriate digital tools to collaborate and communicate with

	About Me	others • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug it	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug-It 1.3 remix remix on Scratch (mit.edu)	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.

Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.

Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for	• CT 4 - Decompose a problem into smaller named tasks

	coding errors in order to "Debug" Debug 1	• Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" About Me	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug"	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm.

	Debug	• DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" debug	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) Analyze a Scratch project for coding errors in order to "Debug" Debug 1	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code. Animate your name	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of steps that are repeated and recognize which steps are repeated.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code.	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of steps that are repeated and recognize

	[Animated name](#)	which steps are repeated.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code. [Animated Name](#)	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of steps that are repeated and recognize which steps are repeated.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code. [Animate your name](#)	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of steps that are repeated and recognize which steps are repeated.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code. [Animate your name](#)	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of steps that are repeated and recognize which steps are repeated.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code. [Animate your name](#)	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of steps that are repeated and recognize which steps are repeated.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code.	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of

	Animated	steps that are repeated and recognize which steps are repeated.
Teacher Developed Resource	(Grades K-2) Use Scratch to create an interactive project of your name using code. Animate your name	• K-1.CT.1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. • K-1.CT.6 Follow an algorithm to complete a task. • K-1.CT.8 Identify a task consisting of steps that are repeated and recognize which steps are repeated.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.

Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2.3	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch	• CT 4 - Decompose a problem into smaller named tasks

	project for coding errors in order to "Debug" Debug 2	• Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug"	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm.

	Debug 2	DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	- CT 4 - Decompose a problem into smaller named tasks - Follow an algorithm to complete a task. - CT 9 Identify and fix (debug) errors within a simple algorithm. - DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	- CT 4 - Decompose a problem into smaller named tasks - Follow an algorithm to complete a task. - CT 9 Identify and fix (debug) errors within a simple algorithm. - DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	- CT 4 - Decompose a problem into smaller named tasks - Follow an algorithm to complete a task. - CT 9 Identify and fix (debug) errors within a simple algorithm. - DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	- CT 4 - Decompose a problem into smaller named tasks - Follow an algorithm to complete a task. - CT 9 Identify and fix (debug) errors within a simple algorithm. - DL 4 Use at least one digital tool to create a digital artifact.

Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.

Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades k-2) PART 2 Analyze a Scratch project for coding errors in order to "Debug" Debug 2	• CT 4 - Decompose a problem into smaller named tasks • Follow an algorithm to complete a task. • CT 9 Identify and fix (debug) errors within a simple algorithm. • DL 4 Use at least one digital tool to create a digital artifact.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. Scratch Scenes	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of

	changes and speech bubbles. Scratch Scenes	detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. Scratch Scenes	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. Scratch Scene	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. Scratch Scenes	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. Scratch Scenes	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles.	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail.

	[Scratch Scenes]()	• K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. [Scratch Scenes]()	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. [Scratch Scenes]()	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. [Scratch Scenes]()	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. [Scratch Scenes]()	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.
Teacher Developed Resource	(Grades K-2) Develop a short story using Scratch and apply background changes and speech bubbles. [Scratch Scenes]()	• K-1.CT.4 Identify a problem or task and discuss ways to break it into multiple smaller steps. • K-1.CT.5 Recognize that the same task can be described at different levels of detail. • K-1.CT.6 Follow an algorithm to complete a task.

Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Let's Explore the Keyboard	• K-1.DL.1 Identify and explore the keys on a keyboard.
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Working Together Online	• K-1.DL.2 Communicate and work with others using digital tools
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Understanding Diversity - So many colors and Shapes	• K-1.DL.2 Communicate and work with others using digital tools • K-1.DL.3 Conduct a basic search based on a provided keyword.
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards BeeBot Troubleshooting	• K-1.DL.4 Use a least one digital tool to create a digital artifact.
Student Artifacts	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should include: • At least 3 interesting	• 4-6 CT 10 Design and develop a solution using an iterative process • CT 4 - Decompose a problem into smaller named tasks • CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input • DL 2 Select appropriate digital tools to collaborate and communicate with others

	facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Famous Person Project	
Scratch Project	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Famous Person Project	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
Lesson Plan Template	(Grades 2-3) Write a lesson plan so that it includes at least one of the CS/DF standards Opinion Writing/Sharing information digitally	● 2-3.DL.6 Describe ways that information may be shared online.

Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Parts of the Computer	• K-1.DL.1 Identify and explore the keys on a keyboard. • K-1.NSD.2 Identify basic hardware components that are found in computing devices.
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Being a Good Digital Citizen	• K-1.DL.7 Identify actions that promote good digital citizenship, and those that do not.
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Police Officers	• K-1.IC.7 Identify multiple jobs that use computing technologies
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Exploring computing technology career opportunities	• K-1.IC.6 With teacher support, identify different ways people interact with computers and computing devices.
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards How can we Use the SeeSaw pen and microphone tools to	• K-1.IC.1 Identify and discuss how tasks are accomplished with and without computing technology.

	share what we know?	
Lesson Plan Template	(Grades 2) Write a lesson plan so that it includes at least one of the CS/DF standards Community Helpers and Technology	• K-1.IC.7 Identify multiple jobs that use computing technologies
Lesson Plan Template	(Grades k-2) Write a lesson plan so that it includes at least one of the CS/DF standards Community Helpers and Technology	• K-1.IC.7 Identify multiple jobs that use computing technologies
Lesson Plan Template	(Grades 2-3) Write a lesson plan so that it includes at least one of the CS/DF standards Animal brochure idea generation	• 2-3.DL.3 Conduct basic searches based on student identified keywords.
PD Resource	Suggested CS Fundamentals lessons k-5	Relates to k-6 CS / DF Standards
Lesson Plan Template	(Grades 2-3) Write a lesson plan so that it includes at least one of the CS/DF standards Create a Playground	• 2-3.DL.3 Conduct basic searches based on student identified keywords.
Lesson Plan Template	(Grades 4-6)	4-6.DL.6 Describe persistence of digital information and explain how actions in online

	Write a lesson plan so that it includes at least one of the CS/DF standards Our online tracks	spaces can have consequences.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Cause & Effect of Online Behavior	4-6.DL.6 Describe persistence of digital information and explain how actions in online spaces can have consequences.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Intro to New Templates - Presenting the Life Cycle	**4-6.DL.4** Use a variety of digital tools and resources to create and revise digital artifacts.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Effects Digital Apps Have on Society	**4-6.IC.1** Describe computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Animal Research	• 4-6.DL.3 Conduct and refine advanced multicriteria digital searches to locate content relevant to varied learning goals. Clarifying Statement Focus should be on the quality of results a search generates, and how to improve search results based on the task or purpose by defining multiple search criteria and using filters. • 4-6.DL.4 Use a variety of digital tools and resources to create and revise digital artifacts. Clarifying Statement The focus is on understanding the editing process when creating digital artifacts on multiple

		platforms.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Technolgy Present Vs Past	• **4-6.IC.1** Describe computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Internet Safety	4-6.DL.6 Describe persistence of digital information and explain how actions in online spaces can have consequences. • Identify public and private digital spaces.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Evolution of the Phone	• **4-6.IC.1** Describe computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.
Lesson Plan Template	(Grades 4-6) Write a lesson plan so that it includes at least one of the CS/DF standards Collaborative Fractured Fairy Tales	2-3.IC.2 Compare and explain rules related to computing technologies and digital information. 3R3: In literary texts, describe character traits, motivations, or feelings, drawing on specific details from the text. In informational texts, describe the relationship among a series of events, ideas, concepts, or steps in a text, using language that pertains to time, sequence, and cause/effect. 3R9: Recognize genres and make connections to other texts, ideas, cultural perspectives, eras, personal events, and situations.
Pics	Computational Thinking and Decoding Ciphers	4-6.CT.6 Compare two or more algorithms and discuss the advantages and disadvantages of each for a specific task 4-6.CT.9 Explain each step of an algorithm or program that includes repetition and conditionals

		for the purposes of debugging
Pics	MS Binary Coding Program Binary Coding Photos	
Pics	Robotics Club Program Robotics Club Pictures	
Teacher Resources	Slideshow containing Grade 5-6 level CS resources for plugged and unplugged activities for CS Week CS Week Project ideas	
Pics	Bee-Bot Coding Program Bee-Bots Pictures	
Pics	Photos from Longwood's Technology Showcase - Grades K-12 Robotics Club Pictures	
ELA Integration Scratch Project	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Biography Scratch Project	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of

	include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Biography Scratch Project	a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Biography Scratch Project	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others

	backdrops Biography Scratch Project	
ELA Integration Scratch Project	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Biography Scratch Project	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Famous Person (3-5) Use Scratch! to create an animated story to teach viewers about a famous person from history. Your program should include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Biography Scratch Project	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration	Famous Person	

Scratch Project	(3-5) Use Scratch to create an animated story to teach viewers about a famous person from history. Your program should include: ● At least 3 interesting facts about your person ● At least 1 sprite ● At least 2 different scenes with their own backdrops Biography Scratch Project	● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Non-Fiction Biography Research	(Grades 2-4) Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	● 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. ● 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	● 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. ● 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	● 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. ● 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	● 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. ● 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	● 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. ● 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.

ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	• 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. • 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	• 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. • 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	• 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. • 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	• 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. • 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	• 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. • 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
ELA Integration Non-Fiction Biography Research	Students used BookCreator to bring their books to life using digital tools. Biography (Wax Museum)	• 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. • 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts.
Scratch Jr Pics	Second graders using Scratch Jr. 20220519_141844.jpg 20220519_141745.jpg IMG_2018.HEIC IMG_2019.HEIC	Grade 2 2-3.CT.1 Create a model of an object or computational process in order to identify patterns and essential elements of the object or process 2-3.CT.6 Create two or more algorithms for the same task. 2-3.CT.9 Identify and debug errors within an

		algorithm or program that includes sequencing or repetition.
ELA Integration Scratch Project	Building a Healthy Diet (2-5) Use Scratch! to create an animated story to teach viewers. Your program should include: ● At least 3 interesting facts ● At least 1 sprite ELA Integration Scratch project	● 2-3.CT.8 Identify steps within a task that should only be carried out under certain precise conditions. ● 2-3.CT.9 Identify and debug errors within an algorithm or program that includes sequencing or repetition ● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Solve the mystery (2-5) Use Scratch! to create an animated story to teach viewers. Your program should include: ● At least 3 interesting facts ● At least 1 sprite ELA Integration Scratch project	● 2-3.CT.8 Identify steps within a task that should only be carried out under certain precise conditions. ● 2-3.CT.9 Identify and debug errors within an algorithm or program that includes sequencing or repetition ● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Solve the mystery (2-5) Use Scratch! to create an animated story to teach viewers. Your program should include: ● At least 3 interesting	● 2-3.CT.8 Identify steps within a task that should only be carried out under certain precise conditions. ● 2-3.CT.9 Identify and debug errors within an algorithm or program that includes sequencing or repetition ● 4-6 CT 10 Design and develop a

	facts ● At least 1 sprite ELA Integration Scratch project	solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Biography (3-5) Use Scratch! to create an animated story to teach viewers. Your program should include: ● At least 3 interesting facts ● At least 1 sprite ELA Integration Scratch project	● 2-3.CT.8 Identify steps within a task that should only be carried out under certain precise conditions. ● 2-3.CT.9 Identify and debug errors within an algorithm or program that includes sequencing or repetition ● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Solve the mystery (2-5) Use Scratch! to create an animated story to teach viewers. Your program should include: ● At least 3 interesting facts ● At least 1 sprite ELA Integration Scratch project	● 2-3.CT.8 Identify steps within a task that should only be carried out under certain precise conditions. ● 2-3.CT.9 Identify and debug errors within an algorithm or program that includes sequencing or repetition ● 4-6 CT 10 Design and develop a solution using an iterative process ● CT 4 - Decompose a problem into smaller named tasks ● CT 1 - Develop computational model of a system that shows changes in outputs result in changes in input ● DL 2 Select appropriate digital tools to collaborate and communicate with others
ELA Integration Scratch Project	Fractured Fairy Tales (2)	

	Use Scratch! to create an animated story to teach viewers. Your program should include: ● At least 3 interesting facts ● At least 1 sprite ELA Integration Scratch project	● 2-3.CT.8 Identify steps within a task that should only be carried out under certain precise conditions. ● 2-3.CT.9 Identify and debug errors within an algorithm or program that includes sequencing or repetition
Teacher Resources	Grade 4 Use Scratch! to create radar simulators Scratch / Career readiness-creating radar simulators.	4-6.CT.8 Develop algorithms or programs that use repetition and conditionals for creative expression or to solve a problem