

YEAR AT A GLANCE: *Coding and Computer Science - 6th*

Your colleagues will determine how many units will comprise the map - add or delete as necessary. The remaining info for this doc is straightforward. You will likely start by using the units you currently have to flesh out the year. Units should be shown in the order in which they will be taught.

	UNIT 1	UNIT 2	UNIT 3	UNIT 4	UNIT 5
Title	Basics of Scratch	Receiving and Broadcasting Blocks	Variables and Data	Scopes	Operators
Unit Length <i>(weeks taught)</i>	2 Weeks	2 Weeks	2 Weeks	2 Weeks	2 Weeks
Performance Task <i>(e.g., Persuasive Essay, DBQ, Nutritional Analysis, etc.)</i>	Students will be able to define how to safely use the internet. Students will be able to display an understanding of the basics of Scratch.	Students will be able to use logic and sequencing skills to code various interactions between coding blocks/sprites.	Students will be able to demonstrate their ability to visualize and describe the relationship between variables and data.	Students will be able to expand their knowledge of variables by exploring them with scopes. Students will be able to tell the differences between local and global scopes.	Students will be able to use operators in order to construct the computer to perform various tasks.
Enduring Understanding (The big ideas, the “why” we include these ideas)	Knowing how to safely navigate the internet and learn the Scratch basics. How each function works and the purpose is important.	Students will be able to see a cause-and-effect relationship occur through their various choices. To have a reaction you need to code the proper block to respond.	Creating variables in code will reflect the data that will be manipulated. If you want the code to do something specifically, you will have to create that relationship between the blocks.	Local scopes can control a specific piece of code, while global controls all the code. When coding, this is necessary to identify certain codes to complete a specific or general task	Adding, subtracting, or comparing code is necessary through the use of operators. Operators allow for calculations to occur which in turn will control the code to operate.
Essential Questions (What do we want students to think about)	How should we be safely interacting with the internet? Why should we have multiple functions?	How do receive and broadcasting blocks work together? Why are cause-and-effect relationships important?	How can variables make broken code work properly? How are variables and data important when coding? Why do variables and data correlate with one another?	Why would some code need to be individualized? How can we use scopes to make code properly function?	How can we use operators in code? What is the benefit of analyzing code by using operators? Why do we need operators?

