

Grade 5

Distance Learning Module 9: Week of: 6/1/2020-6/5/2020

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 Your Game Document	Watch Daily Message Live Class @ 12:00 for Questions and Answers Plan Out Your Game Document	
Tuesday:		Plan Out Your Game Document Due!
Wednesday: Watch Video!!!!	Watch Daily greeting - Has instructions on how to Complete the Game Play Google Slides Game Play Google Slide	

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
Thursday:	Live Class @ 12:00 for Questions and Answers	
Friday: Work on Your Game	Work on Game Play Google Slides Ask Questions if You Have Them!!	Nothing Due

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

Week One 5th GradeSTEAM Checklist

- Watch daily messages and work on your game!
- Complete Google Form in Google Classroom by Tuesday

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