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

Targeted Goals from Stage 1: Desired Results

Explore and hone techniques, skills, methods, and processes to create and innovate.

Content Knowledge: Block code is written in a sequential order.

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

Skills: Plan and develop a story using a storyboard.

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: ● Watch a tutorial on creating a story-based animation. ● Look at details together - ensuring your sprites are facing one another when talking, etc. ● Explain the benefits of using a storyboard before beginning to code the story animation.	● **Tutorial #6** posted on YouTube. (Link posted on Google Classroom) ● Tutorials on Scratch (examples…) ○ Animate a Character ○ Change Size ○ Glide Around	● Students will need to provide daily entries as to their level of progress through the development of their story animations. (Google Doc in Google Classroom). ● I will provide direct and specific feedback through this Google Doc.
Tuesday: ● ***Begin*** developing a story based on the storyboard in Scratch.	● PBA Rubric - Story Animation	● At the end of the week, I will log in to each student's account to see their progress on their story animation.
Wednesday: ● ***Continue*** developing the story. ● Students should focus on including all the required elements.	● PBA Rubric - Story Animation	
Thursday: ● ***Continue*** developing the story.	● PBA Rubric - Story Animation	
Friday: ● ***Finish*** the story animation.	● PBA Rubric - Story Animation	

Week criteria for success (attach student checklists or rubrics): PBA Rubric - Story Animation

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