

	Monday Oct 04, 2021 Lesson 10	Tuesday Oct 05, 2021 Lesson 11	Wednesday Oct 06, 2021 Lesson 12	Thursday Oct 07, 2021 Lesson 13	Friday Oct 08, 2021
Do Now	QOTD: How can we use websites to express ourselves?	QOTD: How can we style the images and layouts of our pages?	QOTD: What do we need to do to prepare to build our web pages?	QOTD: What skills and practices help when we code web pages?	QOTD:
Standards/Objectives:	AP - Algorithms & Programming 2-AP-13 - Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs. IC - Impacts of Computing 1B-IC-18 - Discuss computing technologies that have changed the world and express how those technologies influence, and are influenced by, cultural practices. Student will be able to: <ul style="list-style-type: none"> Identify websites as a form of personal expression. 	AP - Algorithms & Programming 2-AP-16 - Incorporate existing code, media, and libraries into original programs, and give attribution. 2-AP-19 - Document programs in order to make them easier to follow, test, and debug. Students will be able to <ul style="list-style-type: none"> Use CSS properties to change the size, position, and borders of elements. Create a CSS rule-set for the body element that impacts all elements on the page. 	AP - Algorithms & Programming 2-AP-16 - Incorporate existing code, media, and libraries into original programs, and give attribution. 2-AP-19 - Document programs in order to make them easier to follow, test, and debug. Student will be able to: <ul style="list-style-type: none"> Logically separate the content, structure and formatting of a digital artifact Create documentation that explains the design decisions of an artifact 	AP - Algorithms & Programming 2-AP-15 - Seek and incorporate feedback from team members and users to refine a solution that meets user needs. 2-AP-16 - Incorporate existing code, media, and libraries into original programs, and give attribution. 2-AP-17 - Systematically test and refine programs using a range of test cases. 2-AP-19 - Document programs in order to make them easier to follow, test, and debug. IC - Impacts of Computing 1B-IC-21 - Use public domain or creative commons media and refrain from copying or using material created by others without permission. Students will be able to <ul style="list-style-type: none"> Create a digital artifact. 	AP - Algorithms & Programming 1B-AP-11 - Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process. 1B-AP-12 - Modify, remix or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features. 1B-AP-15 - Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended. Students will be able to
Mini-lesson	.What are the ways that you or your friends express yourselves? Think about different ways of communicating, activities, or spaces that you consider a form of self-expression. Discussion	Students will view Website on smartboard and answer question. What are two CSS styles on this page that you already know? What are two styles on the page that you don't know how to code yet?	Journal: We've learned a lot of HTML and CSS in this unit, and also a lot about how to be responsible digital citizens. We're about to plan out the specifics of our web pages. Take a few minutes to think about some of the most important things that we should remember during the project in these categories: HTML tags and tips/tricks for using them CSS properties and tips/tricks for using them How to be responsible and safe online	Discussion: What are the top 3 bugs you have seen so far when making web pages? What are 2 things you can do while coding to make bugs easier to find and fix? What is the 1 piece of advice you'd give someone who has a bug?	Students will use today to catch up on missed assignments.

Student Work: (Aligned to standard/objective)	The students will review the app they created in lesson 8 Unit 1. We will discuss the problem solving process then the students will decide if they want to continue the app they started or make a new one.	Students make a website of their choosing.	Students fill out activity guide to build their websites.	Students will work to make their personal webpage. This one is the one they will publish. It can be the one they did in Unit 1 Lesson 08	Students will use today to catch up on missed assignments.
Assessment of Student Learning:	<p>Now that you've had a chance to share your website ideas, write down...</p> <p>3 reasons your site will be special to you 2 reasons your neighbor's site will be special to them 1 thing you'd still like to learn how to do in HTML or CSS</p>	Students are working in web lab on code.org. I will look at that to see if the understand.	Think back to the "Define" part of this project. Explain two ways that your plan will make your personal web page successful.	<p>After the first day of pulling together your personal website, reflect on your experience.</p> <ul style="list-style-type: none"> • How did you use the problem-solving process in creating your site? • What other skills and practices were helpful as you made your web page? 	
Individual Support and Assistance:	Teacher walks around to observe students asking and answering questions.	Teacher walks around to observe students asking and answering questions.	Teacher walks around to observe students asking and answering questions.	Teacher walks around to observe students asking and answering questions.	Teacher walks around to observe students asking and answering questions.