



# Mequon-Thiensville School District

## Course Scope & Sequence

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<b>Course Name:</b> Grade 6 Computer Science	<b>Department:</b> Computer Science
<b>Grade Level:</b> 6	<b>Duration:</b> 6 weeks

**Course Overview:** This elective course will provide students with an overview of computer science during the sixth-grade elective rotation. The course will give students the opportunity to dive deeper into technology in order to better understand how the web sites they visit and the programs they work with on a regular basis are developed.

**Primary Resource:** Google Suite

Topics/Units:	Time Frame:
1. Google Suite: Drive, email, docs, slides	1.5 weeks
2. Digital Citizenship	1.5 weeks
3. Basic HTML: Tags, etc.	1.5 weeks
4. Scratch: Animation, story	1.5 weeks

<b>Course Name:</b> Grade 7 Computer Science	<b>Department:</b> Computer Science
<b>Grade Level:</b> 7	<b>Duration:</b> Every other day all year

**Course Overview:** This elective course will provide students with an introduction to computer science. Students will focus on three key topics: problem-solving, the Internet, and programming. As our world continues to utilize technology, it is important that we teach our students the skills needed to better understand the technology they work with every day. The goal of this course is to provide students with introductory experiences in the use of for-work-based products by focusing on problem solving.

**Primary Resource:** [Code.org](https://code.org)

Topics/Units:	Time Frame:
1. Problem-Solving: Design an app (unplugged)	Ongoing
2. HTML: Layout-lists, hyperlinks, resizing images, CSS- colors, fonts	
3. Animation and games: Javascript (block/text)	



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<b>Course Name:</b> Grade 8 Computer Science	<b>Department:</b> Computer Science
<b>Grade Level:</b> 8	<b>Duration:</b> Every other day all year

**Course Overview:** This elective course will provide students a better understanding of computer science thru three main concepts: problem-solving, the Internet, and programming. While many students are familiar with technology from an entertainment perspective, this course will dive deeper into how these technologies are developed in order to help students become more technology-literate.

**Primary Resource:** [Code.org](https://code.org)

Topics/Units:	Time Frame:
<ol style="list-style-type: none"><li>1. Designing an App: (Unplugged, then JavaScript with block)</li><li>2. Data &amp; Society: Binary, Make APP, Data Collection, Data Analysis Algorithms to solve</li><li>3. Programmable Circuit Boards</li><li>4. Make a game, make music, functions, parameters</li><li>5. Partner Project: JavaScript, Python, Binary</li></ol>	Ongoing