Teacher: Sarah Gates	Course: Makerspace	Grade Level(s): 9
	Month: Marking Period Topic(s): Swift Playgrounds	
Content/Big Ideas	Applications of computer coding.	
Essential Questions	Why is computer coding applicable?	
Concepts	1. Algorithms and programming 2. Impacts of computing	
Competencies	1. Complete basic coding functions including: commands, functions, loops, conditional code, logical operators, algorithms, variables, and types.	

Standards/Benchmarks	2-A-2-1: Solicit and integrate peer feedback as appropriate to develop or refine a program. 2-A-7-2: Compare different algorithms that may be used to solve the same problem in terms of their speed, clarity, and size (e.., different algorithms solve the same problem, but one might be faster than the other). 2-A-7-4: Interpret the flow of execution of algorithms and predict their outcomes. 2-A-5-5: Design, develop, and present computational artifacts such as mobile applications that address social problems both independently and collaboratively. 2-A-5-6: Develop programs, both independently and collaboratively, that include sequences with nested loops and multiple branches. 2-A-5-7: Create variables that represent different types of data and manipulate their values. 2-A-4-8: Define and use procedures that hide the complexity of a task and can be reused to solve similar tasks. 2-A-3-9: Decompose a problem into parts and create solutions for each part. 2-A-6-10: Use an iterative design process (e.g., define the problem, generate ideas, build, test, and improve solutions) to solve problems, both independently and collaboratively.
Activities & Assessments	Swift Playgrounds Learn to Code 1 & 2 Learn to Code Curriculum Book Journals Classroom Activities


CSTA Level 2
Learn to Code 1 & 2
CORRELATIONS MAP
INTERIM 2016 CSTA K-12 CS Standards Level 2 (Grades 6-8)
Algorithms and Programming
Standard
2-A-2-1
2-A-7-2
2-A-7-3
2-A-7-4
2-A-5-5
2-A-5-6
2-A-5-7
2-A-4-8
2-A-3-9
2-A-6-10
Overall Alignment
Concept
Practice
Commands
Functions
For Loops
Conditional Code
Logical Operators
While Loops
Algorithms
Variables
Types
Initialization
Parameters
World Building
Arrays
KEY
Information
100% coverage
75% coverage
50% coverage
25% coverage
Further Notes