## All Lessons in Course C

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Teacher Profile			
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Lesson Information					
Title of Lesson	All lessons are open in Course C				
Content Area	Computer Science	Lesson Plan			
Standard(s)	CSTA K-12 Computer Science Standards (2017)				
	<b>A-AP-09</b> - Model the way programs store and manipulate data by using numbers or other symbols to represent information.				
	<ul> <li>•1A-AP-09 - Model the way programs store and manipulate data by using numbers or other symbols to represent information.</li> <li>•1A-AP-10 - Develop programs with sequences and simple loops, to express ideas or address a problem.</li> <li>•1A-AP-11 - Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</li> <li>•1A-AP-14 - Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.</li> </ul>				
Essential Question	How can write an algorithm that instructs a computer?				
Learning Target(s) KNOW	Objectives				
	Students will be able to:				
	•Differentiate between commands that need to be repeated in loops and commands that should be used on their own.				
	•Identify the benefits of using a loop structure instead of manual repetition.				

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	•Create and event in their code
	•Learn the keyboard
Success Criteria SHOW	The students will be able to use loops throughout the program.
Vocabulary	
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	•Loop - The action of doing something over and over again.
	•Repeat - To do something again.
	Repeat To do Something again.
Notes	
	Course C (2022)
	Version
	2022
	We developed Course C for students in second grade. Students will create programs with sequencing, loops, and events. They will investigate problem-solving techniques and develop strategies for building positive communities both online and offline. By the end of the course, students will create interactive games that they can share.