PLTW Virtual Learning

6th Grade Intro to Tech

May 11, 2020

6th Grade Intro to Technology
Lesson: May 11 (Part 1 of 10)

Objective/Learning Target:
Students will develop knowledge of the fundamentals of the coding process through a blocky code language (or a text-based language if they choose a more advanced challenge).

Warm-Ups:

It's probable through various activities like Hour of Code or incentives that you've had some exposure to coding in the past.

Make a KWL chart on a piece of paper and fill out the K (What I Know) and W (What I Want to Know) columns of your chart based on any previous knowledge.

Lesson Introduction/Background Information:

Regardless of your previous experience (or lack of) with coding, you are going to be spending the next two weeks working through structured coding lessons and learning some fundamental concepts of writing code that apply whether you are doing blocky (drag and drop) coding or you are doing text-based coding. Coding can be used from everything to making games, designing websites, creating apps, and programming robots (which you will be doing next year if you take Automation and Robotics).

Practice:

- Go to code.org
- This is not required, but if you want to save your progress on this FREE site, click the turquoise "Sign In" button in the top right corner.
- Click the red "Continue with Google" button on the right side.
- Click your school email (or any Google account) to continue.
- Watch this video to see these steps in action to get logged in (which is optional!)

Practice:

- Navigate through the course catalog to the Express Course, or follow this link: https://studio.code.org/s/express-2019
- I would recommend the 2019 course, but if you need to use it in another language, the 2018 and 2017 versions support languages other than English.
- Today you are going to just do the Warm Up - Dance Party!
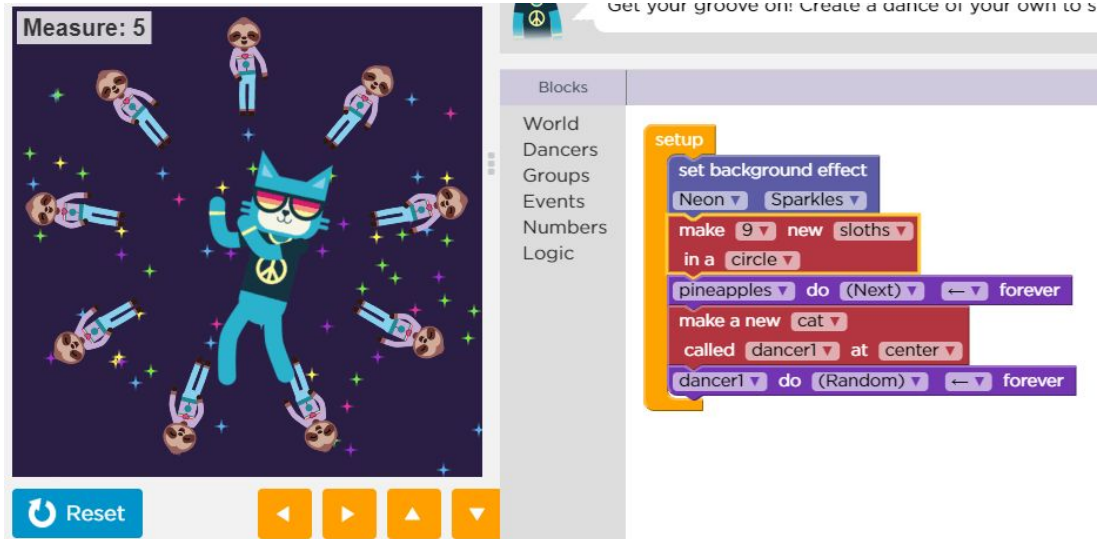
▼ **Warm-Up**

Lesson Name	Progress
1. Dance Party	1 2 3 4 5 6 7 8 9 10 11 12 13

Practice:

- Watch the opening video, it has some pretty cool dance footage and shows how coding interacts with the arts!
- Work through the 13 levels at your own pace. There are helpful tips up top, and you can click the lightbulb for tips if you need more.

Self-Assessment:

Show your work to someone in your home. Do they have some suggestions for improving your dance? If they do, challenge them to make their own instead and see if they can out-do you!

Extend Your Learning/Continued Practice:

Click the "Show Code" button during each level to see what the blocky coding you are doing looks like in a coding language called "Javascript".