

Stage 3 – Learning Plan

Code	<i>Pre-Assessment</i>	
	<ul style="list-style-type: none"> • Check for prerequisite and prior knowledge via daily warm-up QOTD and questioning activities • Teacher front-loads students with necessary vocabulary via guided questions and checks for understanding when introducing the topic. 	
	Summary of Key Learning Events and Instruction	Progress Monitoring
A	<ul style="list-style-type: none"> • Teacher presentation of a slidedeck that summarizes the requirements of the final project 	<ul style="list-style-type: none"> • Question of the Day and interactive questions embedded in slidedeck
M, T	<ul style="list-style-type: none"> • Students present a synopsis of a recent current event that discusses how a critical problem was solved with technology OR dissects an ethical situation involving technology 	<ul style="list-style-type: none"> • Coding practice in an integrated development environment such as CMU CS Academy with teacher observation (embedded comments and real-time monitoring)
M, T	<ul style="list-style-type: none"> • Students discuss the issues for each current event in a Socratic seminar environment. Open-ended questions are posed by the student presenter and the teacher. 	<ul style="list-style-type: none"> • Exit Ticket Answers
M	<ul style="list-style-type: none"> • Students follow all four steps of the problem solving process to brainstorm, design, execute and test their program code. 	<ul style="list-style-type: none"> • Capstone project-based assessment
M	<ul style="list-style-type: none"> • Student comparison of the output of their program with expected output to determine logical errors. 	
M, T	<ul style="list-style-type: none"> • Student analysis of errors generated code-time to identify and correct syntax errors in their code. 	
M, T	<ul style="list-style-type: none"> • Students present their programs and discuss the purpose of their programs, demonstrate functionality using the input/output of the program and outline their methodology for brainstorming, designing, executing and testing their programs. 	