Southmoreland School District
Coding 6 Curriculum Overview

Coding 6 Overview:

Coding 6 will start by finding a balance in the media, privacy and security. Coding 6 utilizes the Scratch block-based programming language. Students will learn about sequencing, selection, arithmetic and logical operators, the coordinate plane, parallel behaviors, randomness, variables, loops, conditionals, control structures, broadcasting and receiving messages, and defining new commands. Basic projects using Google Docs and Slides are introduced, and students will reinforce their typing skills.

Module Titles:

Module 1: Finding a Balance in the Media
Module 2: Using Google Docs
Module 3: Google Draw
Module 4: Scratch Programming

Module Overviews:

Module 1: Finding a Balance in the Media
Using commonsense.org students will learn the importance of security and the media. The lessons that will be covered are Media Balance and Well Being, Privacy and Security, and Digital Footprint and Identity. Students will know what to do and what not to do with being online.

Module 2: Using Google Docs
Students will complete a variety of projects using google docs. Some projects include formatting documents while following step by step directions. Students will gain the necessary skills to navigate around google and use it to their advantage.

Module 3: Google Draw
Students will complete a variety of projects using google draw. Some projects include inserting pictures, using word art, and working with text boxes. Students will be able to use shapes to create projects such as designing an iphone.

Module 4: Scratch Programming
Students will be introduced to Scratch programming. They will be able to create their own story using coding. In this module, students will learn what computer science is and how to work collaboratively through pair programming. These initial activities will also teach students about persistence by developing a growth mindset, examine diversity in computer science and introduce Scratch as a tool. In the culminating project for this unit, students will explore the Scratch interface, by completing the Getting Started With Scratch tutorial.