

LESSON	LESSON TYPE	BIG IDEAS / TOPICS / CONCEPTS	STANDARDS (CSTA)	STANDARDS (CSTA)	LEARNING OBJECTIVES
Lesson 1	Project	Greeting Card part 1	1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	TLW: Learn how to customize elements in Scratch using the Paint Editor.
					TLW: Learn how to add sounds to their projects
					TLW: Understand Scratch color values
					TLW: Understand that a script is a set of instructions that run in order.
Lesson 2	Project	Greeting Card part 2	1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	TLW: Understand that each sprite has its own code area and that scripts can be triggered at specific times.
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	TLW: Learn to use the hide and show blocks and that starting states for sprites must be programmed.
Lesson 3	Project	Choose Your Own Adventure	1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	TLW: Learn to incorporate user interactivity in their projects.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	TLW: Understand how to manage multiple sprites in the Scratch environment.
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	TLW: Understand how to control the timing of projects.
			2-AP-10	Use flowcharts and/or pseudocode to address complex problems as algorithms.	

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Lesson 1	Project	Navigate the Maze part 1	1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Understand how to make the sprite move.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	TLW: Use the block "Move __ steps."
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	TLW: Use the block "Turn in direction __."
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	TLW: Use the block "Go to x: __ y: __."
Lesson 2	Project	Navigate the Maze part 2	1B-AP-09	Create programs that use variables to store and modify data.	TLW: Understand how to use the glide block.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Understand how to interact with the coordinate plane."
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	

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Lesson 3	Project	Defeat the Asteroids part 1	1B-AP-09	Create programs that use variables to store and modify data.	TLW: Understand how to use the "Turn ___" and "Go to random position" blocks.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Understand how these blocks differ from other blocks they already learned about.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	TLW: Understand the value that is added to projects.
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	
Lesson 4	Project	Defeat the Asteroids part 2	1B-AP-09	Create programs that use variables to store and modify data.	TLW: Understand how to utilize clones.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Feel confident implementing movement blocks.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	

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Lesson 1	Project	Story Generator part 1	1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	TLW: Understand that variables and data blocks store a single piece of data.
			1B-AP-09	Create programs that use variables to store and modify data.	TLW: Learn to collect user input using the "Ask" and "Answer" blocks.
					TLW: Learn to concatenate strings using the "Join" block.
Lesson 2	Project	Story Generator part 2	1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	TLW: Become familiar with custom variables.
			1B-AP-13	Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences.	TLW: Understand that each variable can only hold one value, but this value can be overwritten.
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	TLW: Be exposed to a variety of ways to use these data blocks.
			1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	
			1B-AP-09	Create programs that use variables to store and modify data.	
Lesson 3	Project	Quiz Show part 1	1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	TLW: Understand how to use variables to store numbers.
			1B-AP-09	Create programs that use variables to store and modify data.	TLW: Learn how to increase and decrease the value in a variable as well as reset the variable.

Chapter 4

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Lesson 4	Project	Quiz Show part 2	1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	TLW: Understand that a variable can be changed by another variable value.
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	TLW: Learn to duplicate sprites.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Examine different ways to show variables on the stage.
			1B-AP-09	Create programs that use variables to store and modify data.	

Chapter 5

Lesson 1	Project	Clicker Game part 1	1B-AP-09	Create programs that use variables to store and modify data.	TLW: Understand that computers can utilize a data type called a Boolean.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Learn that Booleans can be either true or false.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	TLW: Be able to create code which runs only on the condition of the specified Boolean.
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	

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Lesson 2	Project	Clicker Game part 2	1B-AP-09	Create programs that use variables to store and modify data.	TLW: Understand that Boolean expressions can be written in combinations using AND or NOT.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Learn how to use the random number selector.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	
Lesson 3	Project	Rock, Paper, Scissors part 1	1B-AP-09	Create programs that use variables to store and modify data.	TLW: Understand how custom variables and If statements work together.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Use If statements to make decisions.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	

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Lesson 4	Project	Rock, Paper, Scissors part 2	1B-AP-09	Create programs that use variables to store and modify data.	TLW: Use cumulative learning about decision making to deepen understanding.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Understand how, when, and why computer programs make decisions.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	

Chapter 6

Lesson 1	Project	Carnival Knockdown part 1	1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	TLW: Understand loops cause statements to execute repeatedly without repetition of code.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Use the "Forever" block.
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	

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Lesson 2	Project	Carnival Knockdown part 2	1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Become familiar with the "Repeat ___" block.
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
Lesson 3	Project	Cave Escape part 1	1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Become familiar with the "Repeat until" block.
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	TLW: Identify tasks for which the above is beneficial.
			1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	
Lesson 4	Project	Cave Escape part 2	1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	TLW: Review and practice knowledge of loop blocks and their uses.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Learn to use the broadcast and receive blocks to trigger scripts.
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	

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Lesson 1	Project	Memory part 1	1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	TLW: Understand how different blocks can be combined.
			1B-AP-09	Create programs that use variables to store and modify data.	TLW: Incorporate clones, loops, movement, costumes, and randomness.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	
			1B-AP-13	Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences.	

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Lesson 2	Project	Memory part 2	1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	TLW: Understand how different variables can work together.
			1B-AP-09	Create programs that use variables to store and modify data.	TLW: Be introduced to lists.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-13	Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	

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Lesson 3	Project	Memory part 3	1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	TLW: Understand how to use acquired knowledge and tools to complete the next part of the Memory game.
			1B-AP-09	Create programs that use variables to store and modify data.	TLW: Select two cards that are tracked with variables.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	TLW: Will compare the two selected cards.
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-13	Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	

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Lesson 4	Project	Memory part 4	1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate.	TLW: Understand how to use skills and knowledge to complete the memory project.
			1B-AP-09	Create programs that use variables to store and modify data.	TLW: Incorporate broadcasting messages, creating variables, and If blocks.
			1B-AP-10	Create programs that include sequences, events, loops, and conditionals.	
			1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.	
			1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.	
			1B-AP-13	Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences.	
			1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.	
			1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	