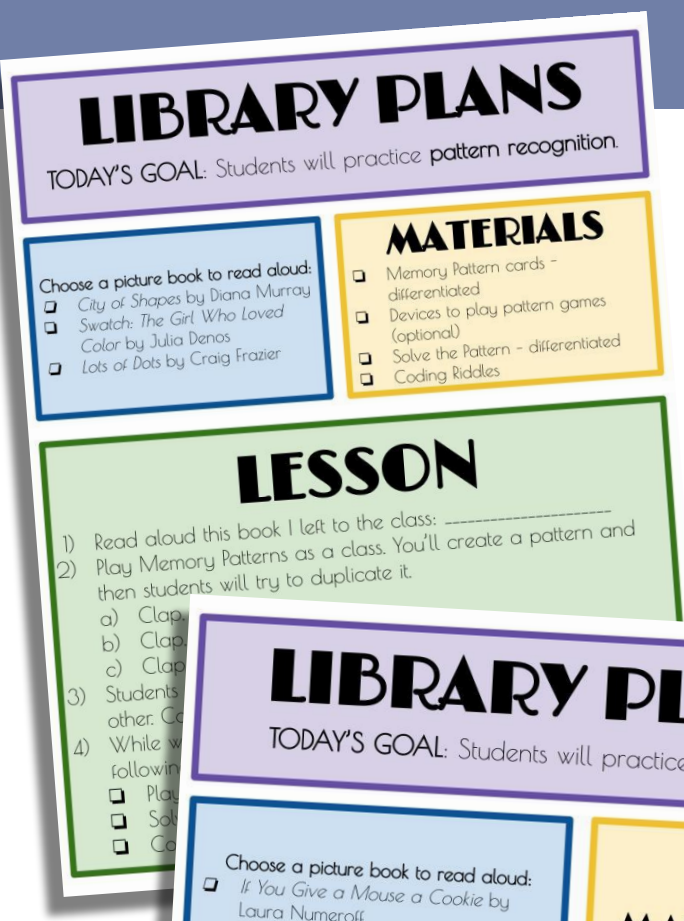
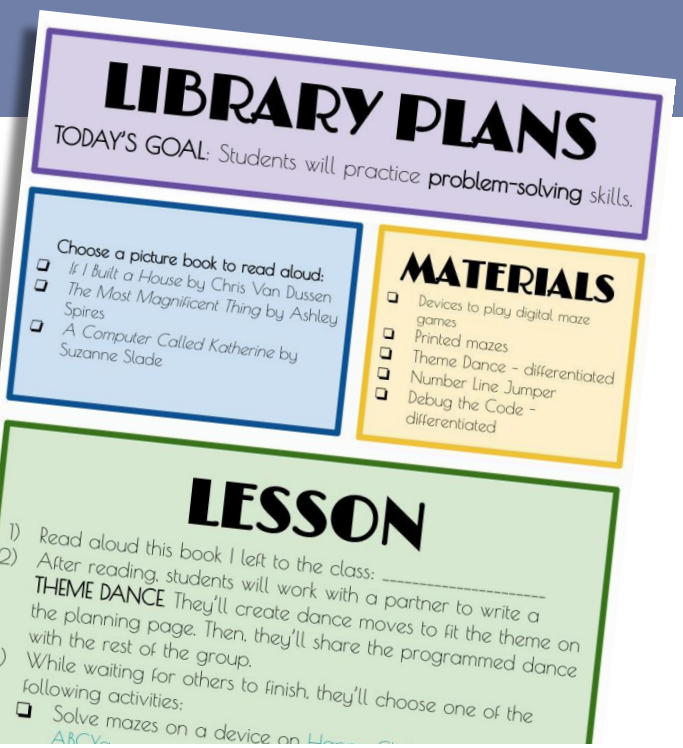
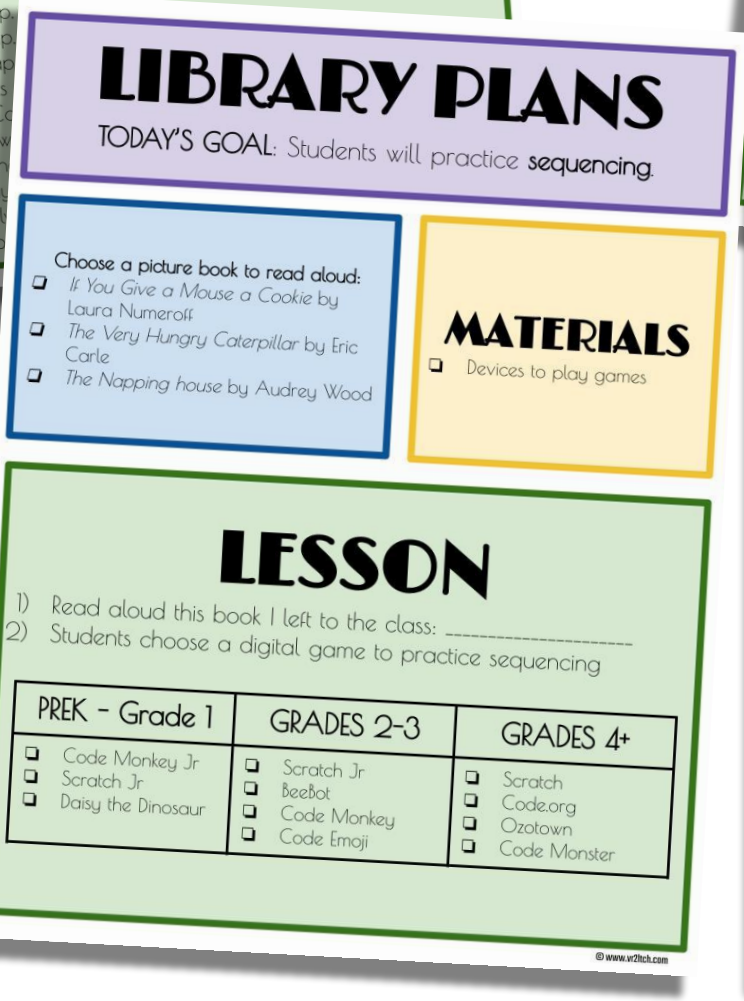
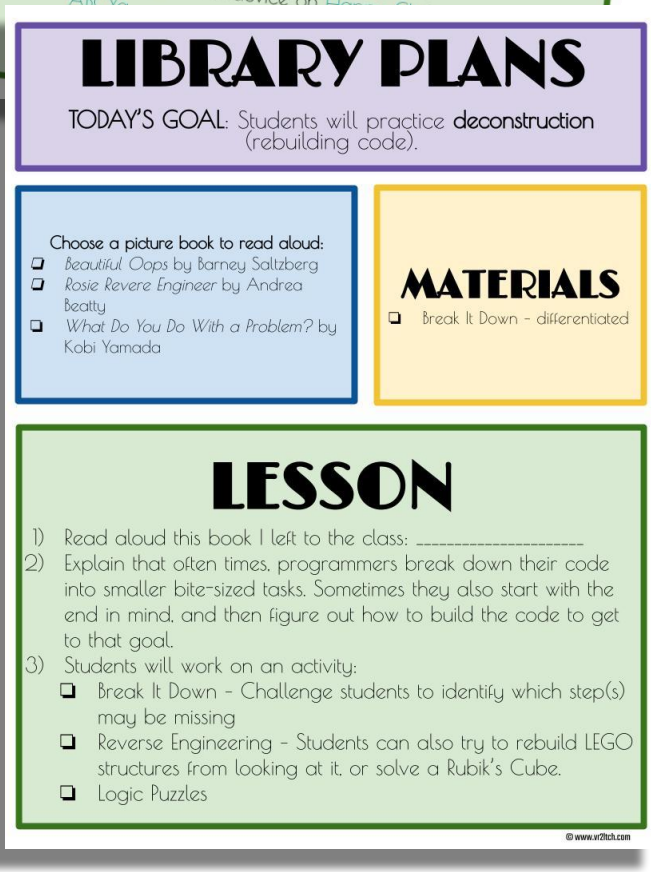
NO-PREP LESSON PLANS THAT ARE EASY TO FOLLOW. YOU JUST CHOOSE THE READ-ALOUD & ACTIVITIES THEN PRINT. MAKING IT EASY TO PREPARE SUB PLANS!

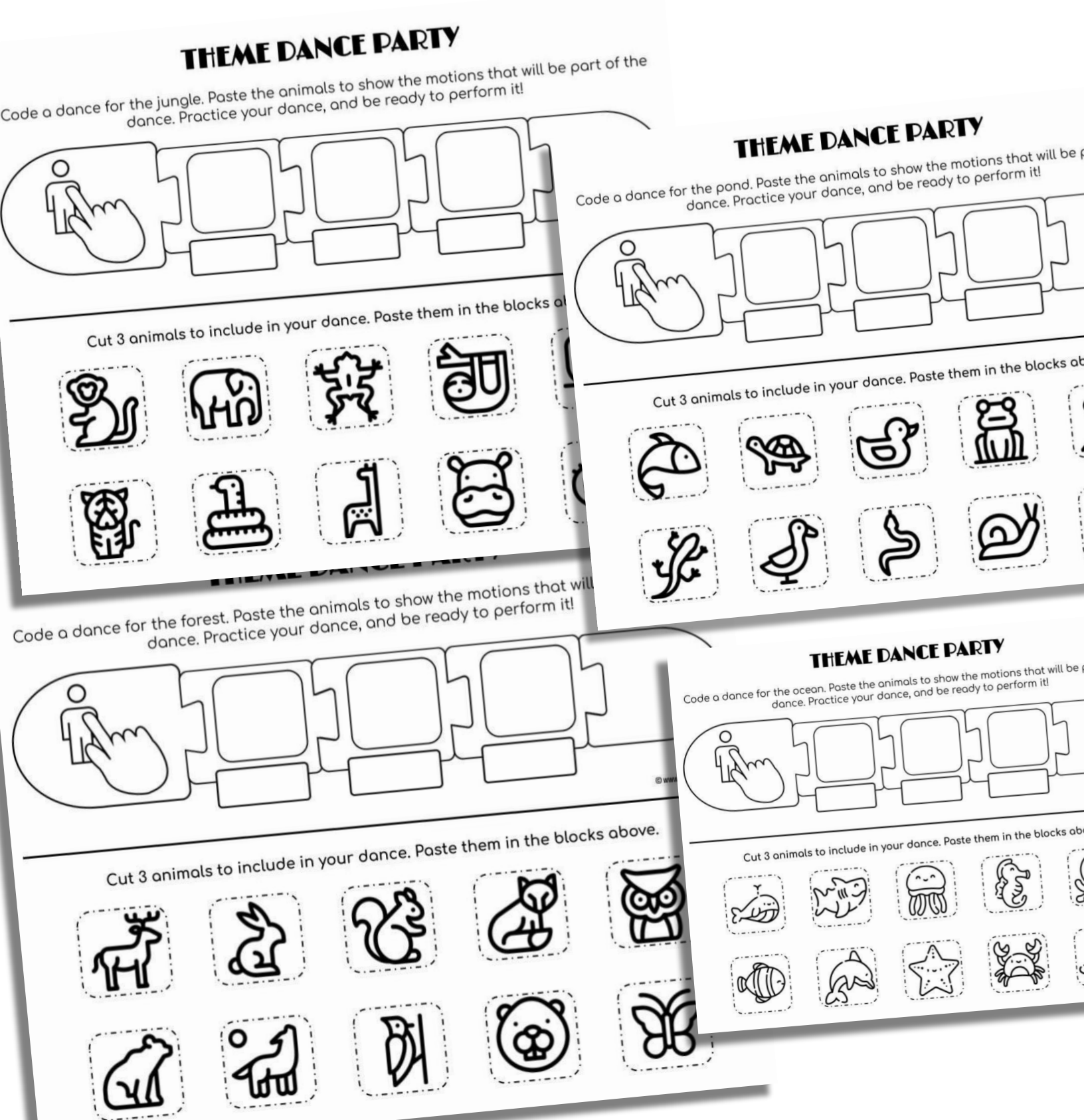








PLANNING SHEETS INVITE STUDENTS TO PROGRAM THEIR OWN THEMED DANCE!



PROMPTS THAT INVITE STUDENTS TO WRITE A PROGRAM FOR THEIR OWN THEMED DANCE. INCLUDES CODING BLOCKS FOR THEM TO PLAN.

Code a dance for an UNDERWATER ADVENTURE. Imagine yourself as real or mythical sea creatures. Use coding to choreograph movements that mimic swimming, floating, or diving.

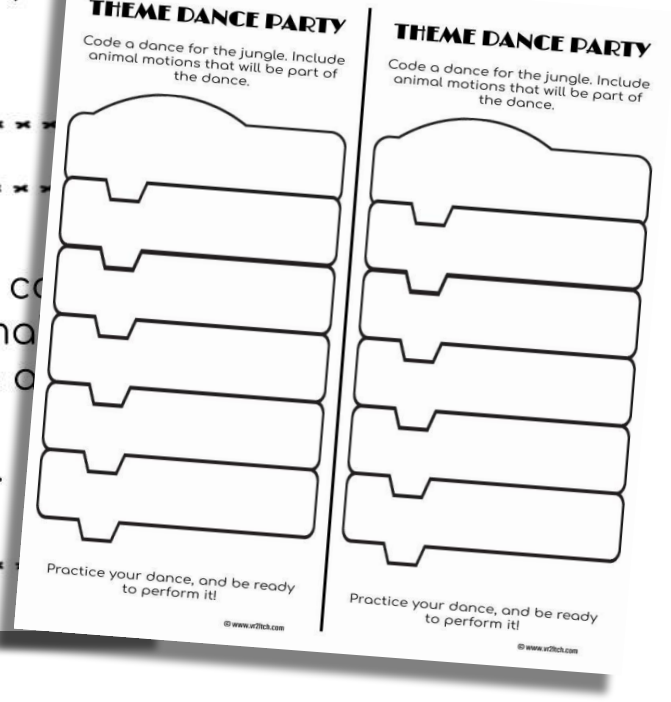
Code a dance for an OUTER SPACE EXPLORATION. Imagine yourself as astronaut or aliens. Use coding commands to depict zero gravity movements, rocket launches, or cosmic dance moves.

Code a dance for a JUNGLE SAFARI. Use co to program movements that mimic anima like lions, monkeys, or elephants. You can a include sound effects or music that compliments the jungle atmosphere.

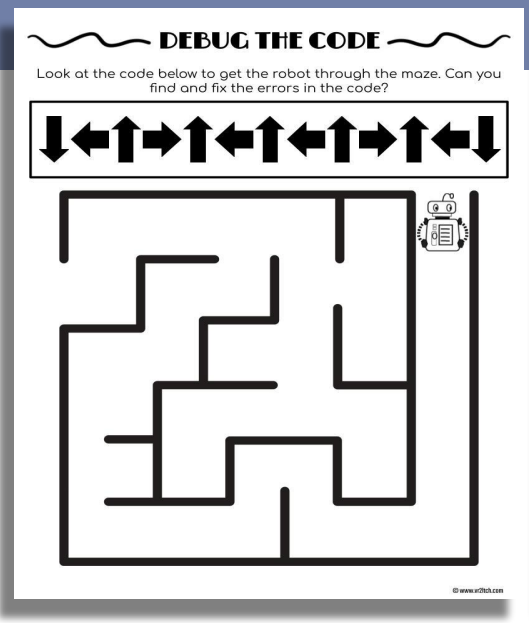
Code a dance for a SUPERHERO SHOWDOWN. Program movements that showcase superhero poses and super powers. You can even include special effects to enhance the code.

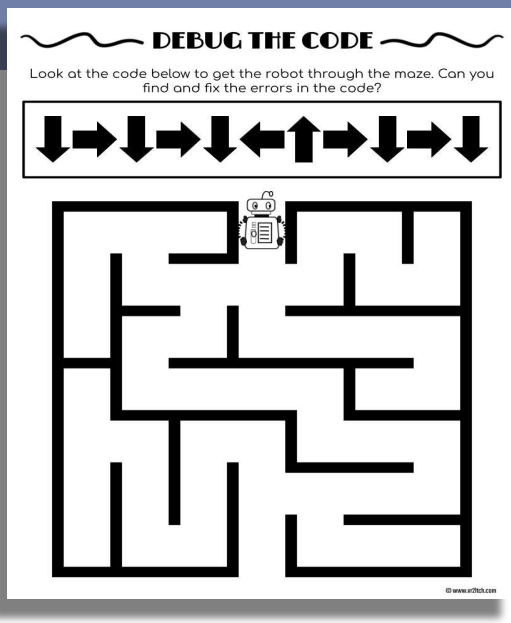
Code a dance for a TIME TRAVEL ADVENTURE. Write code for a dance routine that takes the audience on a journey through time. Program movements that represent different historical periods or events, or futuristic time periods.

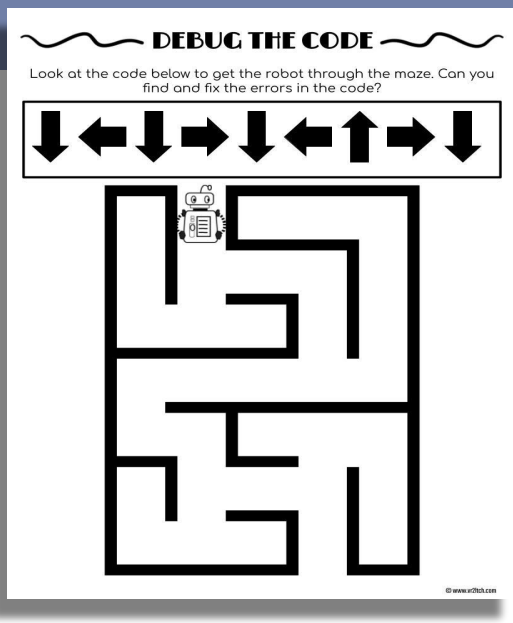
Code a dance for an ENCHANTED FOREST. Write code for a dance routine set in an enchanted forest. Imagine yourself as fairies, magical creatures, or woodland characters. Program graceful and whimsical movements.

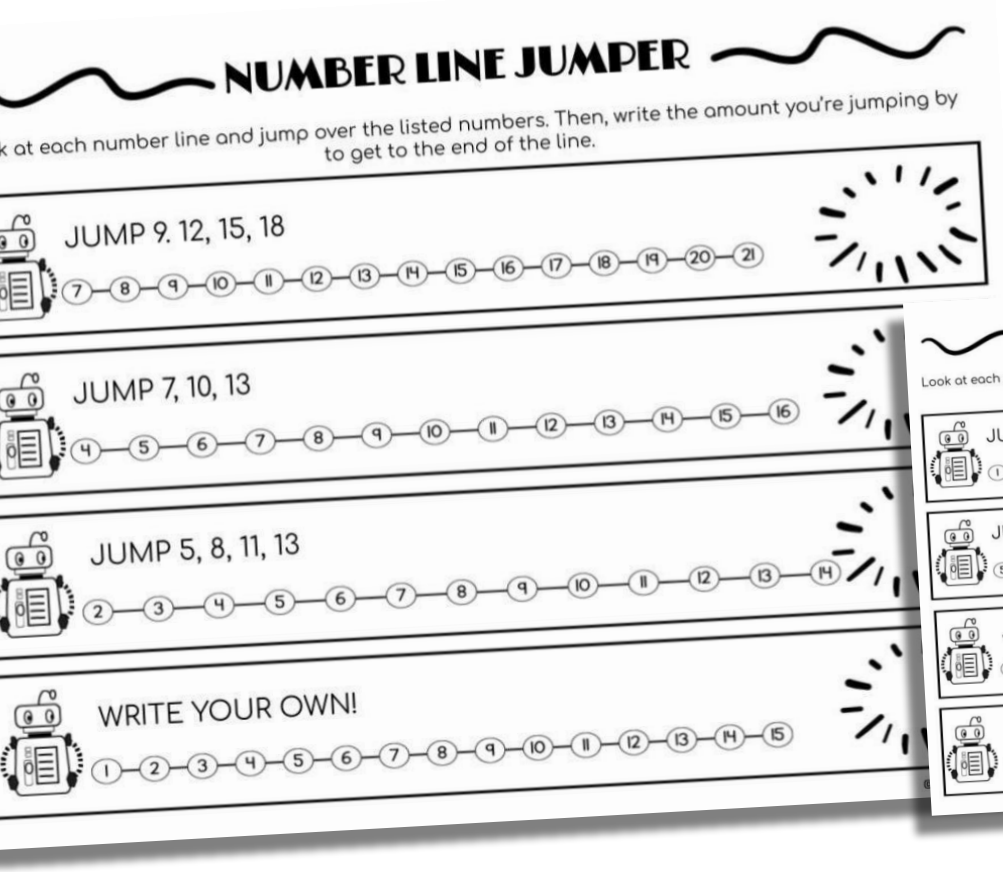


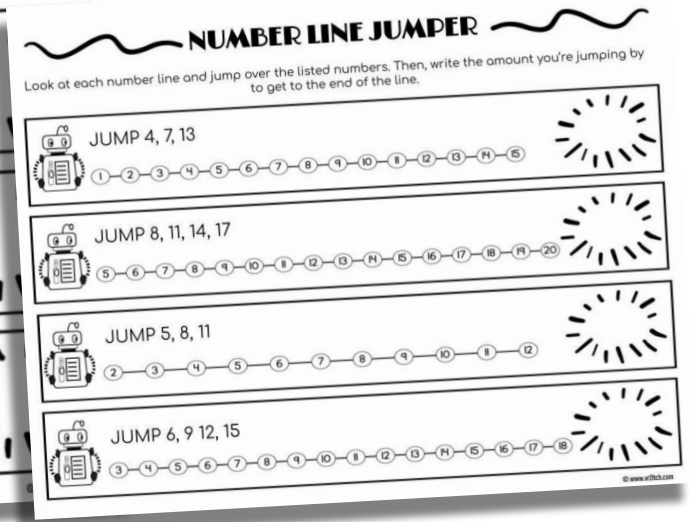
ENGAGE STUDENTS IN PROBLEM - SOLVING, SEQUENCING, AND DEBUGGING ALL AT ONCE WITH FUN GAMES!



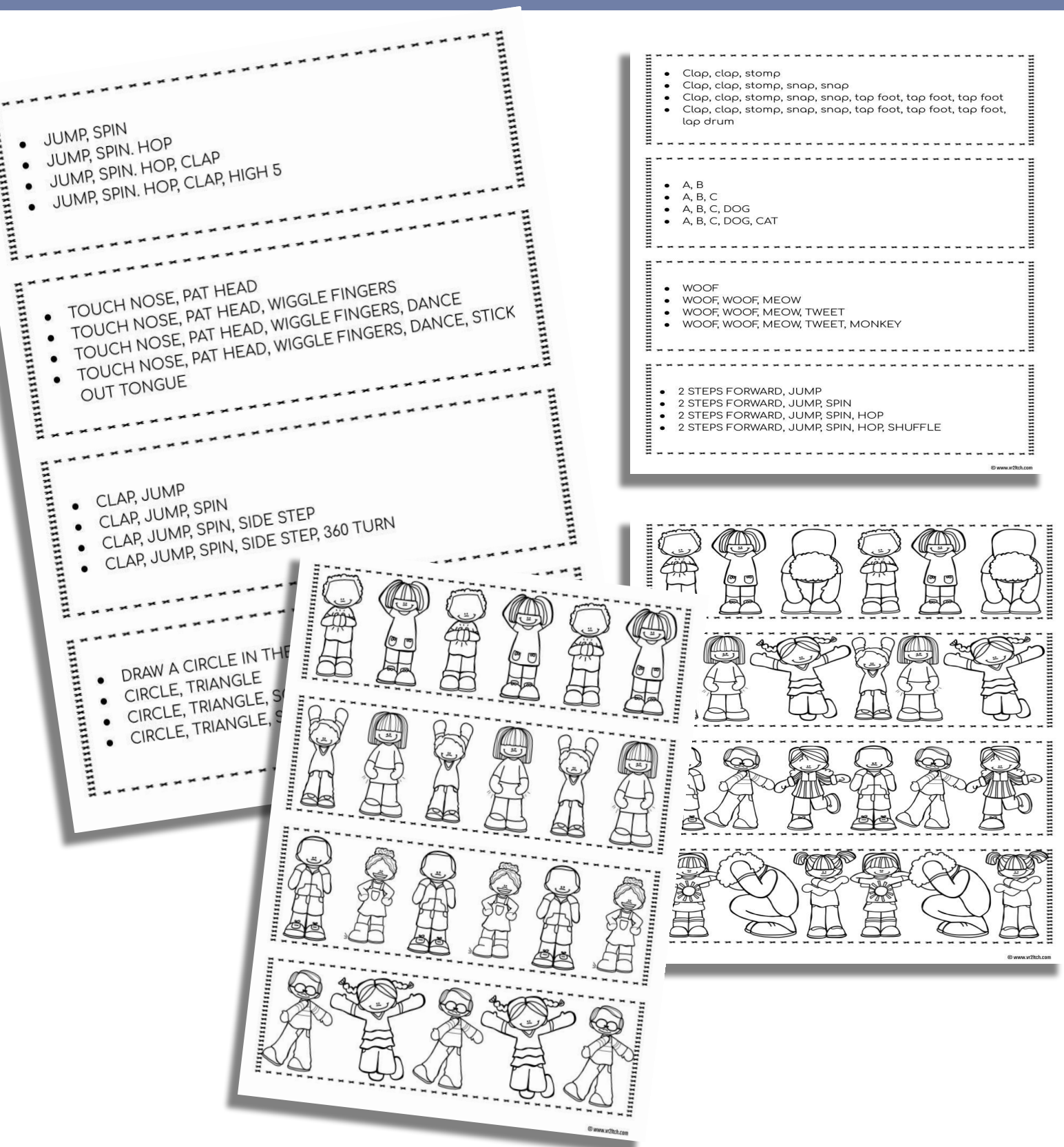




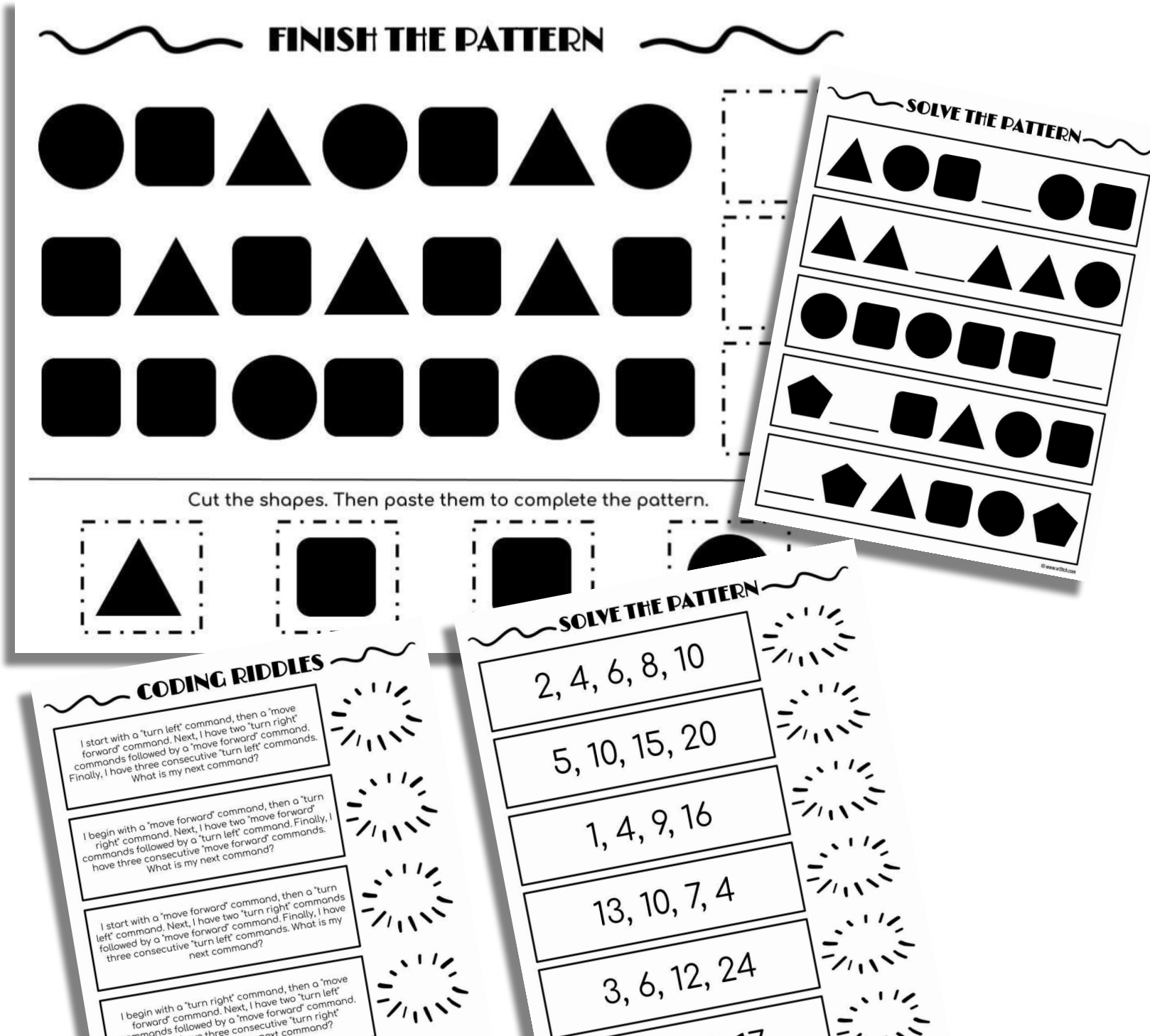




STUDENTS TAKE TURNS TO BECOME PROGRAMMERS OR ROBOTS – WRITING OR FOLLOWING CODE!



STUDENTS COMPLETE PATTERNS AND SOLVE RIDDLES. GREAT FOR PROBLEM SOLVING AND PATTERN RECOGNITION - IMPORTANT CODING SKILLS!



STUDENTS PRACTICE DECOMPOSING, OR BREAKING DOWN PROBLEMS. A NECESSARY CODING SKILL!

REVERSE ENGINEERING

Look at the picture below. Then draw a picture of (or write) how you think it works, or what the inside looks like to make it work.

BICYCLE

REVERSE ENGINEERING

Look at the picture below. Then draw a picture of (or write) how you think it works, or what the inside looks like to make it work.

FAN

REVERSE ENGINEERING

Look at the picture below. Then draw a picture of how you think it works, or what the insi
make it work.

ANALOG ALARM CLOCK

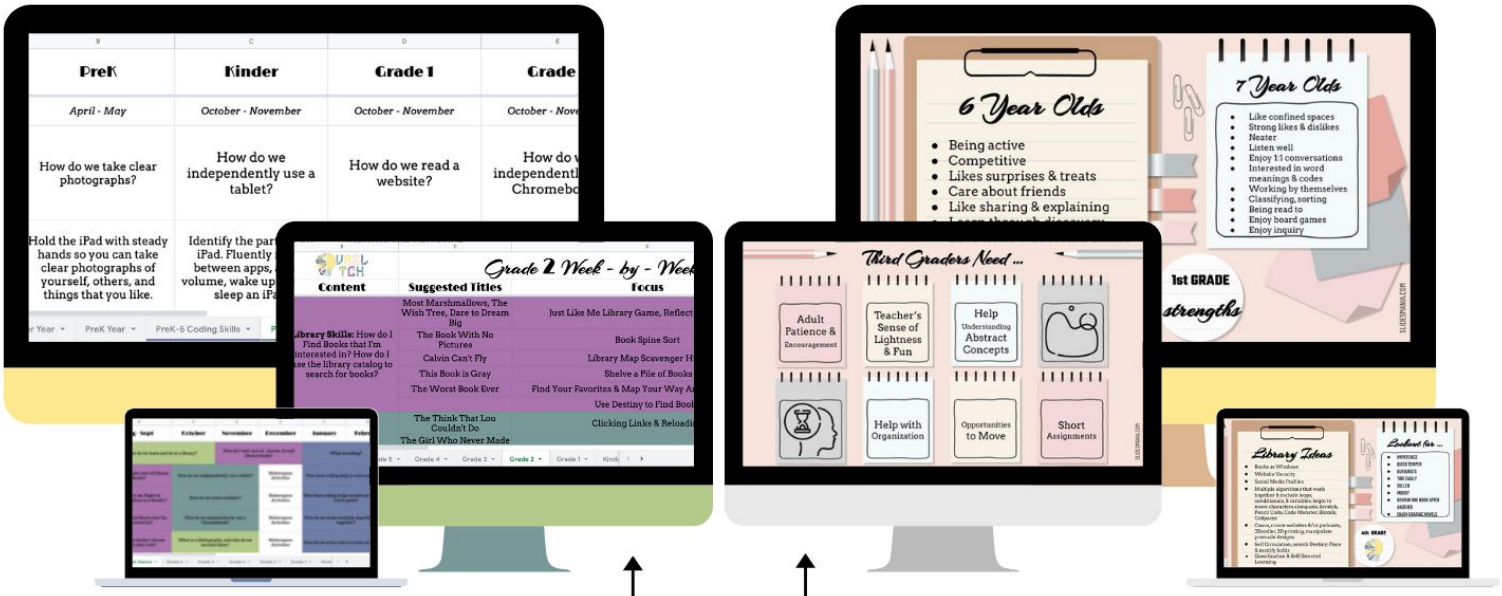
REVERSE ENGINEERING

Look at the picture below. Then draw a picture of (or write) how you think it works, or what the inside looks like to make it work.

TELEPHONE

LANDLINE, NOT A SMARTPHONE

COMPLETE YEAR PreK - 6



Scope & Sequence outlined by content, month, & grade

Developmental considerations for each grade.

Scope LIBRARY Sequence

An outline of what to teach PreK - Grade 6 students.
Laid out by content area, month, and grade level.
Developmental Considerations for each grade; includes app & content suggestions.

PURCHASE NOW