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Week 1 (3-16-2020): Lessons 1-5

- Using characters from the game Angry Birds, students will develop sequential algorithms to move a bird from one side of a maze to the pig at the other side. To do this they will stack code blocks together in a linear sequence, making them move straight, turn left, or turn right.

Week 2 (3-23-2020): Lessons 6-9

-As we start to write longer and more interesting programs, our code often contains a lot of repetition. In this lesson, students will learn about how loops can be used to more easily communicate instructions that have a lot of repetition by looking at the repeated patterns of movement in a dance.