

8th Grade Computer Programming & Robotics

Reporting Cluster: Computer Programming

Cluster/Topic/Concepts	Bodies of Evidence (BOE's)	Vocabulary	Level 4 Idea:	Skills
<p>Cluster: Computer Programming</p> <p>Topic: Computer Programming</p> <p>Concepts Covered:</p> <ul style="list-style-type: none"> • Computer Programming • Robotics • Computational Thinking • Systems Analysis & Design <p>Topic ID/Campus Coding: BUS8-CP-1</p>	<ul style="list-style-type: none"> • Common Formative Assessment (CFA) <p>Options Include:</p> <ul style="list-style-type: none"> • Lego EV3 Robotics • www.Code.org • www.CodeAcademy.com • Teacher developed projects 	Robotics Computational Thinking Command If statement If/Else Statement Switch Loop Run Interface STEM System Structure Input Output: Result Design Troubleshoot Variable Data Collection	<p>Learning Target: How would you determine the best possible solution between two or more design solutions?</p> <p>Evidence/Activity: Students evaluate two or more design solutions with their generated criteria and support with evidence.</p>	<p>Computer Programming Skills Student will be able to:</p> <ul style="list-style-type: none"> • Demonstrate knowledge of programming and the process of moving from analysis, design, documentation, coding, testing, evaluating, and summarizing findings • Develop a strong vocabulary of robotics and programming logic • Plan, design, evaluate and document programs that implement effective design principles • Collaborate with a team to use programming to solve problems using computational thinking
Scales			Content Standards	
4	<ul style="list-style-type: none"> • Students demonstrate in-depth inferences and applications that go beyond the goal. • Deepen understanding by increasing the taxonomy level of the standard 		<p>ITSE (NETS) 5: Computational Thinker: Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.</p>	
3	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Construct and analyze programs • Experiment using computational thinking and computer programming to develop and test solutions • Assess the accuracy of two or more design solutions and identify the best solution. 		<p>National Business Education Associations. Standard XI. Programming and Application Development: Design, develop, test, and implement programs.</p>	

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2	<p>Students will recognize or recall specific vocabulary such as:</p> <ul style="list-style-type: none">• Robotics, Computational Thinking, Command, If statement, If/Else Statement, Switch, Loop, Run, Interface, STEM, System Structure, Input, Output: Result, Design, Troubleshoot, Variable, Data Collection <p>Plan and manage activities to develop a solution or complete a project.</p> <ul style="list-style-type: none">• Organize all levels of the programming process from equipment, file management, documentation, analysis, and findings• Collect data and documentation throughout the programming process <p>Students will develop a strong understanding of the program logic and design using computational thinking</p>	<p>Next Generation Science Standards (NGSS-MS-ETS1-2) Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem</p>
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