




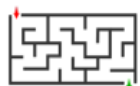






Week Two- 3- & 6- Hour Session

	<u>Daily Theme</u>	<u>Blockly Folders</u>	<u>Skills</u>	<u>Home Challenge</u>	<u>Home Extensions</u>
Monday	Pajama Day 	Drive Look Lights	Problem Solving using Sequencing. Changing parameters within each command block.	Camp Bowling 	Challenge Cards B2.6 , C3.1 , B3.1
Tuesday	Wild Wild West Day 	Sound Animation Repeat Tabs	Using sound, animation, and repeat tabs in sequence. Creating algorithms to solve problems.	Camp Kick Ball 	Challenge Cards B3.2 , D2.3 , E1.1
Wednesday	Under the Sea Day 	Drive Look Light Sound Animation Control	Create loops and problem-solving using fewer command block for deeper understanding.	Camp Wacky Maze Races 	Challenge Cards D3.1 , D3.2
Thursday	Tie Dye Day 	Drive Variables	Working with conditionals. If, then commands.	Be in a Camp Play 	Challenge Cards D3.5 , E2.1
Friday	Favorite Cartoon 	All of the <u>Blockly</u> Folders.	Compiling all the skills from the week to complete the "Friday Challenge"	Color War 	Challenge Cards E3.1 , E3.2