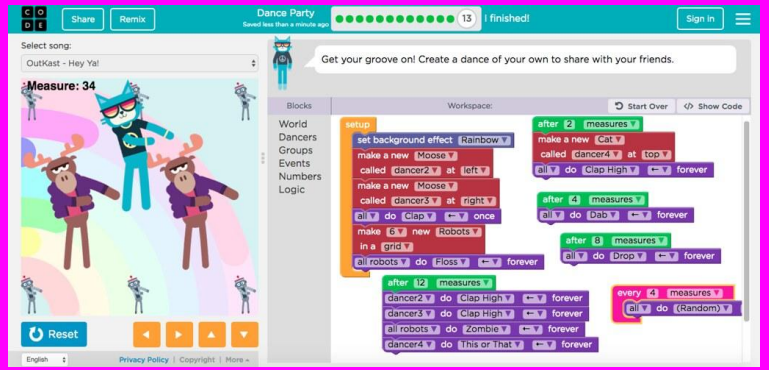
Computer Science Discoveries III- (6th grade coding)

Mrs. Donzella Becton

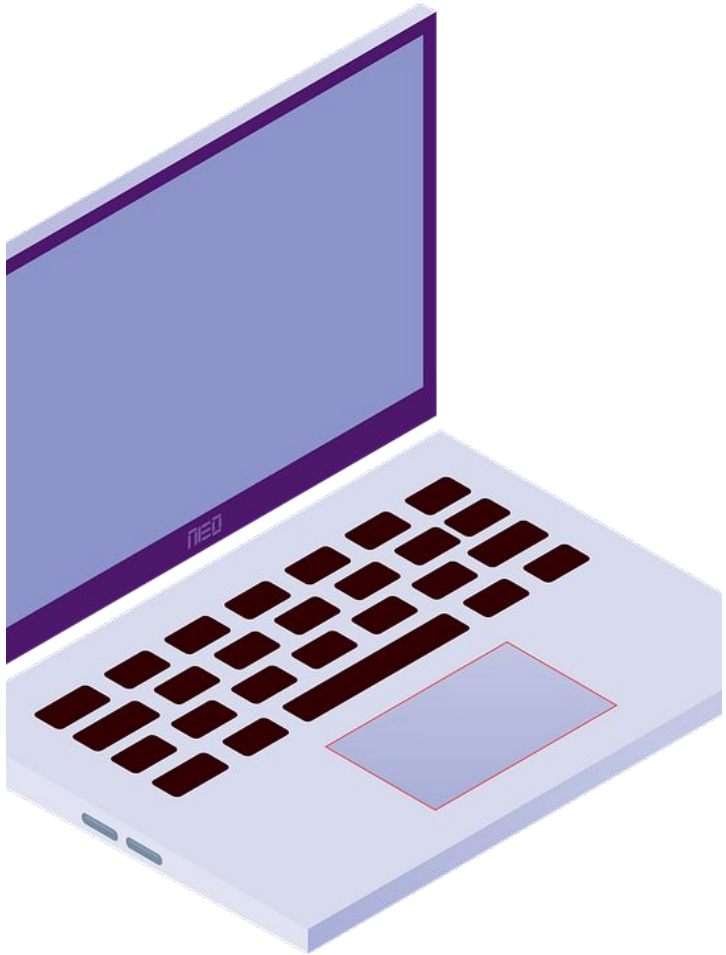
6th grade coding classes are 9 weeks long



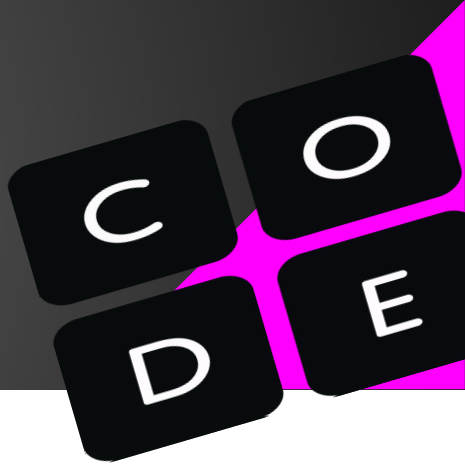
- Objective 1: Students decompose the steps needed to solve a problem into a precise sequence of instructions by demonstrating coding skills.
- Objective 2: Learn to create computer programs, develop problem solving skills, and work through fun challenges.
- Objective 3: Model the way programs store and manipulate data by using numbers or other symbols to represent information.

7th grade Intro. to Office Productivity- semester long course

- Utilize Word Processing in Advanced Documents: MLA formatting, Works Cited, Table of Contents.
- Plan and create basic presentation: Steps to creating a successful presentation.
- Examine presentation techniques.
- Understand basic Spreadsheets, formulas and functions.



Computer Science Discoveries III- (8th grade coding) - semester long course



- An introductory computer science course that allows students to create actual artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun.
- Discuss computing technologies that have changed the world, and express how those technologies are influenced by cultural differences.
- Learn to plan in advance + be able to explain how system limitations can affect product design.
- Describe how collaboration can help creativity and debug any issues while coding.