

Edmore Public School 706 Main St, Edmore, ND 58330

Smart Lab 1 Lesson Plans April 3 - 7, 2023 4th hour, 11:25 AM – 12:17 PM

| | Monday (April 3) | Tuesday (April 4) | Wednesday (April 5) | Thursday (April 6) | Friday (April 7) |
|---|--|--|--|--------------------|------------------|
| Performance Standards | MS-ET1-2 Evaluate competing design solutions using systematic process to determine how well they meet the criteria and constraints of the problem. Software Engineering - Group | MS-ET1-2 Evaluate competing design solutions using systematic process to determine how well they meet the criteria and constraints of the problem. Software Engineering - Group | MS-ET1-2 Evaluate competing design solutions using systematic process to determine how well they meet the criteria and constraints of the problem. Software Engineering - Group | | |
| Objectives | - Use a variety of programming languages to code animations, games, apps, or circuit boards | - Use a variety of programming languages to code animations, games, apps, or circuit boards | - Use a variety of programming languages to code animations, games, apps, or circuit boards | | |
| Bellringer | KWL | KWL | KWL | | |
| Procedure/ Instructional Delivery | Explore: Finding resources Identifying the use of the resources Plan: Construct SMART goal Importance of SMART goal Detailed plan on achieving the SMART goal Do and Reflect Identifying what worked and what did not work in the project Steps taken to solve the problems encountered. | Do and Reflect Identifying what worked and what did not work in the project Steps taken to solve the problems encountered. | Do and Reflect Identifying what worked and what did not work in the project Steps taken to solve the problems encountered. | | |
| Assessment | Rubric | Rubric | Rubric | | |
| Remarks | | | | No School | No School |

Prepared by:

Angelito M. Rivera Science Teacher