

Name: Robert Lefrandt	Grading Quarter: 1	Week Beginning: 08/14/2023
School Year: 2023-24	Subject: Software & App Design	

Monday	<p>Notes:</p> <p>Unit 1: Linear Programs</p> <p>Lesson: 1.1 Statements & Variables</p> <p>Days: 6</p>	<p>08/14/2023 - Monday - 3rd Week</p> <p>***No School Monday ***</p> <p>Objective:</p> <p>12.1 Use a program editor to enter and modify code 12.2 Identify correct input/output statements 12.3 Choose the correct method of assigning input 13.1 Identify errors in program modules</p> <p>https://www.azed.gov/sites/default/files/2020/09/SoftwareandAppDesignTSs11020200.pdf</p> <p>Lesson Overview: Students will login to their Smart Tech Coders CS 201 Python accounts. Students will work though the Learning Management System (LMS) curriculum to learn Python.</p> <p>Unit 1: Linear Programs Lesson: 1.1 Statements & Variables</p> <p>Days: 6</p> <p><u>Activities</u></p> <p>Welcome Warm-Up: First Warm-Up Statements Two Truths and One Lie Label Maker Warm-Up: Facial Expressions Comments and Errors Dog Details Debug Statements Warm-Up: Strawberry Pancakes Variables and Input Favorite Things ASCII Business Card Warm-Up: Whose Name Practice Assessment Warm-Up: Name That Variable Picture Mixup</p> <p><u>Activity Library</u> Song Shifter - Demo Pet Watch - Demo Target Practice - Demo Problem-Solver</p>	<p>Academic S</p> <p>STANDARD 12 PROGRAM</p> <p>STANDARD 13 TO VERIFY PRO</p>
--------	---------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------

Tuesday	Notes:	08/15/2023 - Tuesday - 3 rd Week Objective: Unit 1: Linear Programs 12.1 Use a program editor to enter and modify code 12.2 Identify correct input/output statements 12.3 Choose the correct method of assigning input 13.1 Identify errors in program modules Lesson: 1.1 Statements & Variables https://www.azed.gov/sites/default/files/2020/09/SoftwareandAppDesignTSs11020200.pdf Days: 6 Yellow Done Green Do Try to Complete And move on to 1.2 Libraries On Wednesday	Academic S https://www.azed.gov STANDARD 13.1 PROGRAM STANDARD 13.2 TO VERIFY PRO
		Lesson Overview: Students will login to their Smart Tech Coders CS 201 Python accounts. Students will work though the Learning Management System (LMS) curriculum to learn Python. Unit 1: Linear Programs Lesson: 1.1 Statements & Variables Days: 6 <u>Activities</u> Welcome Warm-Up: First Warm-Up Statements Two Truths and One Lie Label Maker Warm-Up: Facial Expressions Comments and Errors Dog Details Debug Statements Warm-Up: Strawberry Pancakes Variables and Input Favorite Things ASCII Business Card Warm-Up: Whose Name Practice Assessment Warm-Up: Name That Variable Picture Mixup <u>Activity Library</u> Song Shifter - Demo Pet Watch - Demo Target Practice - Demo Problem-Solver ***If finish TechSmartCoders – Python Daily Lessons and Activity library, then go to: FreeCodeCamp and work on Front/Back End Web Stack and Certifications***	

Wednesday	<p>Notes:</p> <p>Unit 1: Linear Programs</p> <p>Lesson: 1.2 Libraries</p> <p>Days: 4</p>	<p>08/16/2023 - Wednesday - 3rd Week</p> <p>Objective:</p> <p>12.1 Use a program editor to enter and modify code 12.2 Identify correct input/output statements 12.3 Choose the correct method of assigning input 13.1 Identify errors in program modules</p> <p>14.1 Use standard library functions 14.2 Find and use third party libraries (e.g., web-based and package managers) 14.3 Explain and interact with an Application Program Interface (API)</p> <p>https://www.azed.gov/sites/default/files/2020/09/SoftwareandAppDesignTSs11020200.pdf</p> <p>Lesson Overview: Students will login to their Smart Tech Coders CS 201 Python accounts. Students will work though the Learning Management System (LMS) curriculum to learn Python.</p> <p>Unit 1: Linear Programs Lesson: 1.2 Libraries</p> <p>Days: 4</p> <p><u>Activities</u></p> <p>Warm-Up: Stick Figure Mod Libraries Roll the Dice Dinner Planner Warm-Up: Solve for Hypotenuse Documentation Build a Word Automated Trainer Warm-Up: Build a Creature Warm-Up: Is Palindrome</p> <p><u>Activity Library</u></p> <p>Marine Maze Song Sampler Decor Drawer</p> <p>***If finish TechSmartCoders – Python Daily Lessons and Activity library, then go to: FreeCodeCamp and work on Front/Back End Web Stack and Certifications***</p>	<p>Academic S</p> <p>https://www.azed.gov</p> <p>STANDARD 12 PROGRAM</p> <p>STANDARD 13 TO VERIFY PRO</p> <p>STANDARD 14 COMMUNITY</p> <p>14.1 Use stand</p> <p>14.2 Find and libraries (e.g., package mana</p> <p>14.3 Explain a Application Pr</p>
-----------	--------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Thursday	<p>Notes:</p> <p>Unit 1: Linear Programs</p> <p>Lesson: 1.2 Libraries</p> <p>Days: 4</p>	<p>08/17/2023 - Thursday - 3rd Week</p> <p>Objective:</p> <p>12.1 Use a program editor to enter and modify code 12.2 Identify correct input/output statements 12.3 Choose the correct method of assigning input 13.1 Identify errors in program modules</p> <p>14.1 Use standard library functions 14.2 Find and use third party libraries (e.g., web-based and package managers) 14.3 Explain and interact with an Application Program Interface (API)</p> <p>https://www.azed.gov/sites/default/files/2020/09/SoftwareandAppDesignTSs11020200.pdf</p> <p>Lesson Overview: Students will login to their Smart Tech Coders CS 201 Python accounts. Students will work though the Learning Management System (LMS) curriculum to learn Python.</p> <p>Unit 1: Linear Programs Lesson: 1.2 Libraries</p> <p>Days: 4</p> <p><u>Activities</u></p> <p>Warm-Up: Stick Figure Mod Libraries Roll the Dice Dinner Planner Warm-Up: Solve for Hypotenuse Documentation Build a Word Automated Trainer Warm-Up: Build a Creature Warm-Up: Is Palindrome</p> <p><u>Activity Library</u></p> <p>Marine Maze Song Sampler Decor Drawer</p> <p>***If finish TechSmartCoders – Python Daily Lessons and Activity library, then go to: FreeCodeCamp and work on Front/Back End Web Stack and Certifications***</p>	<p>Academic S</p> <p>https://www.azed.gov</p> <p>STANDARD 12 PROGRAM</p> <p>STANDARD 13 TO VERIFY PRO</p> <p>STANDARD 14 COMMUNITY</p> <p>14.1 Use stand</p> <p>14.2 Find and libraries (e.g., package mana</p> <p>14.3 Explain a Application Pr</p>
----------	----------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Friday	<p>Notes:</p> <p>Unit 1: Linear Programs</p> <p>Lesson: 1.2 Libraries</p> <p>Days: 4</p>	<p>08/18/2023 - Friday - 3rd Week</p> <p>Objective:</p> <p>12.1 Use a program editor to enter and modify code 12.2 Identify correct input/output statements 12.3 Choose the correct method of assigning input 13.1 Identify errors in program modules</p> <p>14.1 Use standard library functions 14.2 Find and use third party libraries (e.g., web-based and package managers) 14.3 Explain and interact with an Application Program Interface (API)</p> <p>https://www.azed.gov/sites/default/files/2020/09/SoftwareandAppDesignTSs11020200.pdf</p> <p>Lesson Overview: Students will login to their Smart Tech Coders CS 201 Python accounts. Students will work through the Learning Management System (LMS) curriculum to learn Python.</p> <p>Unit 1: Linear Programs Lesson: 1.2 Libraries</p> <p>Days: 4</p> <p><u>Activities</u></p> <p>Warm-Up: Stick Figure Mod Libraries Roll the Dice Dinner Planner Warm-Up: Solve for Hypotenuse Documentation Build a Word Automated Trainer Warm-Up: Build a Creature Warm-Up: Is Palindrome</p> <p><u>Activity Library</u></p> <p>Marine Maze Song Sampler Decor Drawer</p> <p>***If finish TechSmartCoders – Python Daily Lessons and Activity library, then go to: FreeCodeCamp and work on Front/Back End Web Stack and Certifications***</p>	<p>Academic S</p> <p>https://www.azed.gov</p> <p>STANDARD 12 PROGRAM</p> <p>STANDARD 13 TO VERIFY PRO</p> <p>STANDARD 14 COMMUNITY</p> <p>14.1 Use stand</p> <p>14.2 Find and libraries (e.g., package mana</p> <p>14.3 Explain a Application Pr</p>
--------	----------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------