

6th Grade Computer Science Curriculum

Course Title	<i>6th Grade Computer Science</i>			
Course Overview Provide a brief parent-friendly summary of what students will accomplish in this class and how it connects to real-world skills.	<i>In 6th-grade Computer Science, students become creators by designing interactive animations and games using Code.org CS Discoveries. Students learn the building blocks of programming — sequences, loops, events, and conditionals — and apply them to build projects they are proud to share. These skills mirror what professional game designers, app developers, and software engineers use every day.</i>			
Main Resource Used	<i>Online tools — Animations & The Design Process</i>			
Unit Sequence & Titles	Unit 1 <i>Algorithms & Sequencing</i>	Unit 2 <i>Sprites, Motion & Animation</i>	Unit 3 <i>Conditionals & User Input</i>	Unit 4 <i>Capstone: Design Your Own Project</i>