

AGENDAS FOR THE WEEK: *MARCH 1 - MARCH 5*

	<b>MONDAY (A)</b> <i>ZOOM</i>	<b>TUESDAY (B)</b> <i>ZOOM</i>	<b>WEDNESDAY (A)</b> <i>ZOOM</i>	<b>THURSDAY (B)</b> <i>ZOOM</i>	<b>FRIDAY (A)</b> <i>ZOOM</i>
	<b>Objective:</b> - swbat translate real world items (chess pieces) into classes and identify behaviours to write methods for	<b>Objective:</b> - swbat translate real world items (chess pieces) into classes and identify behaviours to write methods for	<b>Objective:</b> - swbat describe behaviour for methods, write pseudocode	<b>Objective:</b> - swbat describe behaviour for methods, write pseudocode	<b>Objective:</b> - swbat write tests for methods, start writing code
<b>P</b>	<b>Engage</b> - Mars rover landing question	<b>Engage</b> - Mars rover landing question	<b>Engage</b> - mere weeks of programming can save you hours of planning	<b>Engage</b> - mere weeks of programming can save you hours of planning	<b>Engage</b> - "I wish my teacher knew" Friday check-in - PEP 8 formatting recap
<b>L</b>  <b>A</b>	<b>Explain</b> - introduce assert keyword, discuss use in testing code systematically  <b>Explore</b> - assign chess game project - class examines physical chess board, comes up with descriptions of items and behaviours	<b>Explain</b> - introduce assert keyword, discuss use in testing code systematically  <b>Explore</b> - assign chess game project - class examines physical chess board, comes up with descriptions of items and behaviours	<b>Explore</b> - students create a step by step procedure of one turn of a chess game - students brainstorm how to implement user input to move pieces  <b>Explain</b> - students share procedures  <b>Elaborate</b> - students write out steps for subparts of game logic	<b>Explore</b> - students create a step by step procedure of one turn of a chess game - students brainstorm how to implement user input to move pieces  <b>Explain</b> - students share procedures  <b>Elaborate</b> - students write out steps for subparts of game logic	<b>Explore</b> - students work on chess game projects
<b>N</b>	<b>Evaluate and Summary</b> - students write interfaces for classes needed for chess - this is checkpoint 1 of project	<b>Evaluate and Summary</b> - students write interfaces for classes needed for chess - this is checkpoint 1 of project	<b>Evaluate and Summary</b> - students write PEP 257 doc strings for methods containing the logic worked out during explore - this is checkpoint 2 of project	<b>Evaluate and Summary</b> - students write PEP 257 doc strings for methods containing the logic worked out during explore - this is checkpoint 2 of project	<b>Evaluate and Summary</b> - teacher checks code progress - students maintain PEP 8
<b>Resources:</b>	zoom, repl.it	zoom, repl.it	zoom, repl.it	zoom, repl.it	zoom, repl.it