

















**PROJECT FORECASTS**

# Principles of Coding

UNIT	NAME	TYPE	DIFFICULTY	TIME
1	<i>Debugging 101</i>	Activity		
1	<i>Storytelling Through Dialogue</i>	Activity		
1	<i>Animated Music Video</i>	Activity		
1	<i>Make a Game in Scratch</i>	Activity		
2	<i>Design a Computing Device</i>	Activity		
2	<i>Customized Design Project</i>	Activity		
3	<i>Evaluation of Simulation Modeling Problems</i>	Activity		
3	<i>Value and Security</i>	Activity		



3	<b><i>Responsible Citizens</i></b>	Activity		
3	<b><i>Group Evaluation / Peer Evaluation</i></b>	Activity		
4	<b><i>Evaluating Models</i></b>	Activity		
4	<b><i>Scratch Simulation Project</i></b>	Activity		
4	<b><i>Digital Design Project</i></b>	Activity		