

Lesson Key

- Elective Lesson
- Multi-Day Lesson
- 1-Day Lesson
- Math
- Social Studies
- Science
- ELA
-  Unplugged Lesson

Tennessee Kindergarten Computer Science

1 Optional Unplugged

-  [Sequences](#)
-  [Acting with Events](#)

2 Getting Started

- [Welcome to CodeHop!](#)
-  [Computer Basics: Introduction](#)
- [Mouse Practice](#)
- [Keyboard Introduction](#)
-  [Introduction to Responsible Technology Use](#)
-  [Computational Thinking: Morning Routines](#)

3 ScratchJr Exploration

- [Scout Adventures 1: Introducing Scout](#)
- [Scout Adventures 2: Scout Starts Exploring](#)
- [Scout Adventures 3: Scout Meets a Friend](#)
- [Scout Adventures 4: Scout Explores the Forest](#)

4 Sequences & Events

- [Introduction to Events](#)
- [Sequences: Snowball Fight](#)
- [Events: Submarine Sequences](#)

5 Block Exploration

- [Using the Go to Page Block](#)
-  [Transportation Speeds and Sounds](#)
- [Debugging: Events and Motion](#)
- [Loops: Frog and Rabbit](#)

6 Culmination Projects

- [Introduction to the Design Process](#)
-  [Wildlife Scene Project](#)

Digital Literacy

-  [Introduction to Research](#)
-  [What Can Data Tell Us?](#)
-  [Keeping Information Safe](#)
- [Being Kind Online](#)

Interdisciplinary Computer Science

-  [Decompose Numbers Up to 10](#)
-  [Story Problems: Add and Subtract within 10](#)
-  [Greater Than and Less Than: Single-Digit Numbers](#)
-  [Patterns and Music](#)
-  [Living and Nonliving](#)
-  [Weather and Seasons](#)
-  [Needs of Plants](#)
-  [Phonics: Letter Sounds](#)
-  [Build a Sentence](#)
-  [Storytelling Animations](#)
-  [All About Me!](#)
-  [Who Keeps Us Safe?](#)



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Tennessee 1st Grade Computer Science

Lesson Key

-  Elective Lesson
-  Multi-Day Lesson
-  1-Day Lesson
-  Unplugged Lesson
-  Math
-  Science
-  Social Studies
-  ELA

1 Optional Review

Welcome to CodeHop!

 Coding Card Game: Sequences

Scout Adventures 1: Introducing Scout

Scout Adventures 2: Scout Starts Exploring

Scout Adventures 3: Scout Meets a Friend

2 Getting Started

 Computer Basics: Exploration

 Exploring Responsible Technology Use

Positive Online Behavior

 Computational Thinking: Evening Routines

3 Sequences & Events

Hide and Seek Game

Introduction to Debugging

4 Loops & Messaging Events

 Loops: Predator and Prey

Message Events: Simon Says

Speed Block: Bouncy Ball

5 Pages & Grid

Pages: Create a Tapping Game

 Grid: Solving Mazes

6 Culmination Projects

Practicing the Design Process

 Space Travel Project

Digital Literacy

 Types of Software

 Introduction to Spreadsheets

 Guided Research

 Basic Data and Programming

Giving Credit through Attributions

 Sorting with Decision Trees

Interdisciplinary Computer Science

 Place Value: Adding Up to 20

 Story Problems: Add and Subtract within 20

 Telling Time

 Divide Shapes into Equal Parts

 Sun and Moon, Day and Night

 Animal Life Cycles

 Sound and Pitch

 Phonics: Digraphs

 Build a Sentence

 Original Story Animations: Personal Story

 Careers in CS: Litter Free Communities

 Impacts of Technology in Our World

Tennessee 2nd Grade Computer Science

Lesson Key

- | | |
|-------------------------------|--|
| Elective Lesson | Multi-Day Lesson |
| 1-Day Lesson |  Unplugged Lesson |
| Math | Science |
| Social Studies | ELA |

1 Optional Review

Welcome to CodeHop!

 Introduction to ScratchJr Events

Forever Loop Dance Party

Introduction to Message Events

2 Getting Started

 Computer Basics: Connections

 Practicing Responsible Technology Use

 Coding Card Game: Conditionals

 Computational Thinking: School Day Routines

3 Sequences & Events

Debugging: Events and Sequences

Algorithms: Connecting a Path

4 Message Events

Programming a Cycle

Pages: Scout's Travels

5 Loops

Making a Timer

Two-Step Dance & Feedback

6 Culmination Projects

Exploring the Design Process

Maze Game Project

Digital Literacy

 Password Protectors

 Responsible Digital Citizens

Exploring Spreadsheets

Choice Research

Data Patterns and Predictions

Advanced Data and Programming

Interdisciplinary Computer Science

Story Problems: Add and Subtract within 100

Place Value: Ones, Tens, and Hundreds

Identify Shapes by Attributes

Greater Than and Less Than: Three-Digit Numbers

Designing Solutions from Nature

 Properties of Matter

Seed Dispersal

Preventing Erosion

Punctuation: Write a Great Sentence!

Original Story Animations – Fiction Story

Careers in CS: Coding for Fashion-Retail

Communities Modify Their Environment



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Lesson Key

-  Elective Lesson
-  Multi-Day Lesson
-  1-Day Lesson
-  Unplugged Lesson
-  Math
-  Science
-  Social Studies
-  ELA

Tennessee 3rd Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)
[Scout's Scratch Expedition Part 1](#)
[Scout's Scratch Expedition Part 2](#)

2 Getting Started

-  [Introduction to Computing Systems](#)
-  [Digital Identity](#)
-  [Strong Usernames and Passwords](#)
-  [Computational Thinking: Design an Obstacle Course](#)

3 Sequences & Events

[Sequences: Parallel Programming](#)
[Broadcast Messages: Marco Polo](#)

4 Loops & Conditionals

[Loops](#)
[Introduction to Conditionals](#)

5 Variables, Lists, & Functions

[Variables](#)
[Introduction to Comparison Operators](#)
[I-Spy with Lists](#)

6 Culmination Projects

[Introduction to Design Thinking](#)
[Platform Game Design](#)

Digital Literacy

-   [CS Innovators: Grace Hopper](#)
-  [Research: Effective Keywords](#)
-  [What Can I Use Online?](#)
-  [Inquiry Project: Survey Bar Graph](#)

Interdisciplinary Computer Science

-  [Multiplication and Conditionals](#)
-  [Using Digital Tools to Create Line Graphs](#)
-  [Animating Unit Fractions](#)
-  [Fractions and Variables](#)
-  [Weather and Climate](#)
-  [Nutrition Maze](#)
-  [Exploring Adaptations](#)
-  [Balanced and Unbalanced Forces](#)
-  [Creative Storytelling](#)
-  [Animating Poetry](#)
-  [Parts of Speech: Random Sentence Generator](#)
-  [Communities Adapt & Modify Their Environment](#)

Lesson Key

-  Elective Lesson
-  Multi-Day Lesson
-  1-Day Lesson
-  Unplugged Lesson
-  Math
-  Science
-  Social Studies
-  ELA

Tennessee 4th Grade Computer Science

1 Optional Scratch Exploration

[Welcome to CodeHS](#)
[Introduction to Computer Science and Scratch](#)
 [Coordinate Plane](#)

2 Getting Started

-  [Exploring Computing Systems](#)
-  [Internet Positivity](#)
-   [Computational Thinking: Design a School](#)

3 Sequences & Events

[Creating Algorithms](#)
[Pair Programming: Create a Band](#)
[Loops: Catch the Ball](#)
[Debugging: Mazes](#)

4 Loops & Conditionals

[Conditionals: Underwater Exploration](#)
[Complex Conditionals: Chase the Star](#)

5 Variables, Clones, & Functions

[Pong Game](#)
[Introduction to Clones](#)
[Scout's Quest: Functions with Boolean Inputs](#)
[Scout's Quest: Functions with Number Inputs](#)

6 Culmination Projects

[Code Tunes](#)
[Designing Solutions for Accessibility](#)

Digital Literacy

-  [Research: Informational Programs](#)
-  [Programming and Data Project](#)
-  [Scout's Cryptography Escape Room](#)

Interdisciplinary Computer Science

-  [Multi-Digit Multiplication and Conditionals](#)
-  [Multiplying Fractions by Whole Numbers](#)
-  [House Design with Area and Perimeter](#)
-  [Exploring Heat](#)
-  [Exploring the Water Cycle](#)
-  [Plant and Animal Cells](#)
-  [Creative Storytelling](#)
-  [Nonfiction Animated Recordings](#)
-  [Choose Your Own Path: Elements of Culture](#)



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Tennessee 5th Grade Computer Science

Lesson Key

-  Elective Lesson
-  Multi-Day Lesson
-  1-Day Lesson
-  Unplugged Lesson
-  Math
-  Science
-  Social Studies
-  ELA

1 Optional Scratch Exploration

-  [Welcome to CodeHop!](#)
-  [The Coordinate Plane](#)
-  [Introduction to Computer Science and Scratch](#)

2 Getting Started

-  [Practicing with Computing Systems](#)
-  [Standing Up to Cyberbullying](#)
-   [Computational Thinking: Design a Neighborhood](#)

3 Sequences, Events, & Loops

- [Compare and Refine Algorithms](#)
- [Debugging: Make a Pizza](#)
- [Creating Turtle Graphics](#)
- [Animation Loops Project](#)

4 Conditionals & Operators

- [Conditionals: Mazes](#)
- [Operators: Coin Flip](#)

5 Variables & Lists

- [Variables in Dance](#)
- [Lists: Shopping with Scout](#)

6 Clones & Functions

- [Clones: Throwing Acorns Game](#)
-  [Functions: About Me](#)

7 Culmination Projects

- [Game Design Project](#)
- [Design an App](#)

Digital Literacy

- [Giving Credit Through Attributions](#)
-  [Use and Search the Right Way](#)
-  [Introduction to Google Sheets/Microsoft Excel](#)
-  [Inquiry Project: Line Graph](#)

Interdisciplinary Computer Science

-  [Animating Sprites with Division](#)
-  [Decimal Division & Conditionals](#)
-  [Add and Subtract Fractions](#)
-  [Exploring Ecosystems](#)
-  [Constructive & Destructive Processes](#)
-  [Effects of Pollution](#)
-  [Punctuate a Title](#)
-  [Creative Storytelling](#)
-  [CS Innovators Research Project](#)