

Tool for Mapping and Aligning Instructional Design

Final Product(s)	Learning Targets/Objectives	Formative Assessments	Lessons, Instructional Strategies and Scaffolds
Monday - Tuesday: Sphero Bolt Program	I can develop a flowchart using step-by-step algorithms of pseudocode for my Sphero Bolt program.	1. Flowchart summary of algorithm logic for program 2. Flowchart Rubric 3. Reflection in design journal 4. Exit ticket following daily lesson 5. Emotions Check in	1. Computer science guest speaker 2. Gliffy article on Flowchart universal symbols and Connect, Extend, Challenge 3. SEL Strategies
Wed-Thursday: Sphero Bolt Program	I can define and apply loops in my Sphero Bolt program.	1. Loops quiz 2. Loops Rubric 3. Exit ticket following daily lesson 4. Emotions Check in	1. CT elements graphic organizer 2. Station Rotations using 'Workshop Model' structure <ol style="list-style-type: none"> Coding with teacher Coding with a peer (pair programming) Individual coding 3. Sphero Programming Video 4. SEL Strategies
Friday: Sphero Bolt Program	I can define and apply conditional logic in my Sphero Bolt program.	1. Program rubric 2. Reflection and celebration following presentation 3. Emotions Check in	1. Presentation rehearsal 2. Program presentation 3. SEL Strategies

Inspiration for Alignment Tool

Backward Design Methodology

Backward design are lesson design (planning) principles derived from the Understanding by Design framework (UbD) framework by Jay McTighe and the late Dr. Grant Wiggins.


There are three important steps to backward design planning:

1. Identifying the desired outcome
2. Determining assessment evidence
3. Planning learning experiences and instruction

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    A[1. Identify Desired Results.  
Big Ideas and Skills] --> B[2. Determine acceptable evidence.  
Culminating Assessment Task]
    B --> C[3. Plan learning experiences and instruction.  
Learning Events]
          
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Understanding by Design by Wiggins & McTighe, (2005)


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