Unit Four – Tynker  
April 6 – May 4, 2020

- Since UNI decided to do an on-campus shutdown for the entire semester this unit is a new unit that was not part of the original schedule/syllabus. It replaces the original Unit 4 which was to be LEGO Mindstorms Robotics.
- In this unit you will be interacting with Tynker which is a fee-based programming curriculum and website used by a number of elementary schools I have interacted with in Iowa.
- The activities in this unit include the following:
  1. Completing four (4) full courses from the Tynker Curriculum
     - Programming 1A – 12 lessons
     - Programming 101 – 15 lessons
     - Programming 102 – 16 lessons
     - Programming 201 – 17 lessons
  2. Completing one each from six pairs of subject based lessons
     - Life Science – Lesson 1 or 2
     - Physical Science – Lesson 3 or 4
     - Earth Science – Lesson 5 or 6
     - Math – Lesson 7 or 8
     - Social Studies – Lesson 9 or 10
     - English – Lesson 11 or 12
  3. Completing a summary report for each of the four courses in part 1 and each of the Lessons in Part 2
- Grades will be assigned as:

<table>
<thead>
<tr>
<th>Course Points</th>
<th>Description</th>
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<tbody>
<tr>
<td>5 points</td>
<td>100% of Lessons completed. 100% of reports submitted showing that you were paying attention to the questions and taking the time to answer them thoroughly and completely.</td>
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<tr>
<td>4 points</td>
<td>100% of Lessons completed. 100% of reports submitted but quality of the reports is not as high as expected.</td>
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<tr>
<td>3 points</td>
<td>At least 80% of lessons completed. At least 80% of reports submitted.</td>
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<tr>
<td>2 points</td>
<td>At least 60% of lessons completed. At least 60% of reports submitted.</td>
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<tr>
<td>1 point</td>
<td>At least 40% of lessons completed. At least 40% of reports submitted.</td>
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<tr>
<td>0</td>
<td>Less than 40% of each</td>
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