# Moon Area Innovation

## Elementary School (K-4)

### Coding

- K-4 articulated coding curriculum for every student
- Collaborative nine-week units
- Taught by computer teachers and librarians
- Incorporates Code.org curriculum, ScratchJr, and Scratch
- (Goal) To culminate in a 4th grade Hummingbird Robotics project

### Project Lead the Way (Sponsored by Chevron)

- Two units in 3rd grade and two units in 4th grade for every student
- Facilitates the design thinking process while reinforcing science content
- Taught by computer teachers and librarians
- Utilizes Vex kits and iPads

### STEAM Engines (Sponsored by Chevron)

- Five to six weeks, one hour per week
- Delivered to all students K-4
- Includes a vertical progression through, coding, computational thinking, and design
- Taught by cross-curricular teachers, each focusing on a particular grade level
- Bee-Bots, Dash and Dot, Osmo, Legos, and Little Bits

## Middle School (5-8)

### Cross-Curricular Innovation

- Making and design experiences across courses in science, social studies, math, and English
- Co-facilitated by industrial arts teachers alongside content teachers
- Incorporates hand tools, as well as technology tools, including 3D printing
- Various classes, grades 5-8

### Coding (Goal)

- Articulated coding curriculum building from the elementary experience for all students
- Taught as a nine-week course in either 5th or 6th grades and a nine-week course in both 7th and 8th grades

## High School (9-12)

### Course-Based Electives

- AP Computer Science Principles
- AP Computer Science A (Goal)
- Engineering
- IT 1 and 2
- Engineering
- CAD Design
- Materials and Fabrication
- Architectural Design