



Scope and Sequence: 80-Hour Option

Units			Hours
Getting Started Tutorial Activities <i>(located within either SPIKE Prime or EV3 Classroom App)</i>			2
Guided Experience: Engineering Notebook Sessions 1-8			16
Session 1-8 (see guidebook)			16
Extended Experience: Engineering Notebook Sessions 9-12			18
Extended Session 9: <i>Extended time to solve missions and develop Innovation Project solution.</i>			5
Extended Session 10: <i>Extended time to solve missions and work on Innovation Project presentation.</i>			5
Extended Session 11: <i>Extended time to prepare and complete Robot Design and Innovation Project presentations.</i>			4
Extended Session 12: <i>Extended time to practice before tournament.</i>			4
Tournament			4
Skill Building: <i>(Choose either SPIKE Prime or EV3 Classroom units)</i>			20
<u>SPIKE Essential Unit Plans</u>			
Invention Squad (6 Hours)	Kickstart a Business (9 Hours)	Life Hacks (6 Hours)	Extra Resources (4 Hours)
<u>MINDSTORMS EV3 Unit Plans</u>			
Robot Trainer (7 Hours)	Engineering Lab (8 Hours)	Coding Activities* (10 Hours)	
STEM Learning: <u>FIRST STEM Curriculum Series</u>			20
Core Values Activities (3 Hours)	Coding Activities (3 Hours)	3D and CAD Activities (3 Hours)	
Electronics and Mechanics Activities (3 Hours)	Engineering Design Activities (3 Hours)	Capstone and Additional Activities (10 Hours)	