



Scope and Sequence: 80-Hour Option

Units				Hours
Getting Started Tutorial Activities <i>(located within either SPIKE Essential or WeDo 2.0 App)</i>				2
WeDo 2.0 Tutorials				
Glowing Snail	Milo the Science Rover	Milo's Motion Sensor	Milo's Tilt Sensor	
SPIKE Essential Tutorials				
The Motor	The Light	The Color Sensor	Built-In Gyro Sensor	Word Blocks
Guided Experience: Engineering Notebook Sessions 1-12				12
Sessions 1-12 (see guidebook)				12
Festival				4
Skill Building: (Choose either SPIKE Essential or WeDo 2.0)				48
WeDo 2.0 Guided Projects (3 hours each)				
Pulling	Speed	Robust Structures	Frog's Metamorphosis	
Plants and Pollinators	Prevent Flooding	Drop and Rescue	Sort to Recycle	
Predator and Prey	Animal Expression	Extreme Habitats	Space Exploration	
Hazard Alarm	Cleaning the Oceans	Wildlife Crossing	Moving Materials	
SPIKE Essential Unit Plans (6 hours each)				
Great Adventures	Amazing Amusement Park	Happy Traveler	Crazy Carnival Game	Quirky Creations
<i>Additional time allotted for student exploration of the SPIKE Essential set and materials.</i>				
STEM Learning: FIRST STEM Curriculum Series (2 hours each)				14
Core Values Activities		Coding Activities		3D and CAD Activities
Electronics and Mechanics Activities		Engineering Design Activities		Capstone Activities