The UbD Template, Version 2.0

Time Frame: 2 Weeks	Unit Title: Unit 1: Problem Solving	Course Name: Computer Science Grade 6
Stage 1 - Desired Results		

Established Goals	Transfer	
NH CS Standards *AP - Algorithms & Programming* • 1B-AP-08 - Compare and refine multiple algorithms for the same task and determine which is the most appropriate. • 1B-AP-11 - Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process. • 1B-AP-16 - Take on varying roles, with teacher guidance, when collaborating with peers during the	*Students will be able to independently use their learning to…* **use the problem solving process to solve different types of problems.**	
	Meaning	
	UNDERSTANDINGS *Students will understand that….* • Following a problem solving model will aid in successful outcomes. • A model is a tool to help reach desired outcomes. • Define, prepare, try, & reflect are key parts to the problem solving model.	ESSENTIAL QUESTIONS *Students will keep considering* • What strategies and processes can I use to become a more effective problem solver? • What is the problem solving process? • What actions can I take to solve problems?
	Acquisition	
	Students will know…	Students will be skilled at…

| design, implementation and review stages of program development. | • Define - How to thoroughly define a problem.
• Prepare - Steps to take to prepare a solution to the problem
• Try - Implementing a solution
• Reflect - How to reflect on the process and think about future applications | ● Communicating and collaborating with classmates in order to solve a problem
● Iteratively improving a solution to a problem
● Identifying different strategies used to solve a problem
● Identifying the four steps of the problem solving process
● Given a problem, identifying individual actions that would fall within each step of the problem solving process
● Identifying useful strategies within each step of the problem solving process |

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