

Time Frame: 4 Weeks	Unit Title: Agile Web Development		Course Name: Web development
Stage 1 - Desired Results			
<p>Established Goals</p> <p>NH CS Standards</p> <p><i>IC - Impacts of Computing</i></p> <p>1B-IC-21 Use public domain or creative commons media, and refrain from copying or using material created by others without permission.</p> <p>2-IC-21 Discuss issues of bias and accessibility in the design of existing technologies.</p> <p><i>AP – Algorithms and Programming</i></p> <p>1B-AP-17 Describe choices made during program development using code comments, presentations, and demonstrations.</p>	Transfer		
	<i>Students will be able to independently use their learning to...</i>		
	Use Agile project management and Design Thinking to develop a website for an authentic client.		
	Meaning		
	<p>UNDERSTANDINGS</p> <p><i>Students will understand that....</i></p> <ul style="list-style-type: none"> ● User needs must guide the development of features and the interface of applications. ● Structured processes can make sure that software development goals are set, evaluated, and reached. 	<p>ESSENTIAL QUESTIONS</p> <p><i>Students will keep considering</i></p> <ul style="list-style-type: none"> ● How do computer scientists identify the needs of their users? ● How can we ensure that a user's needs are met by our designs? ● What processes will best allow us to efficiently create, test, and iterate upon our design? ● How do teams effectively work together to develop software? 	
	Acquisition		
<i>Students will know...</i>	Students will be skilled at...		

<p>2-AP-13 Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs.</p> <p>2-AP-16 Incorporate existing code, media, and libraries into original programs, and give attribution.</p> <p>2-AP-18 Distribute tasks and maintain a project timeline when collaboratively developing computational artifacts.</p> <p>2-AP-19 Document programs in order to make them easier to follow, test, and debug.</p> <p>3A-AP-19 Systematically design and develop programs for broad audiences by incorporating feedback from users.</p> <p>3A-AP-21 Evaluate and refine computational artifacts to make them</p>	<ul style="list-style-type: none">● Design Thinking● Agile Project Management● Point of View Statement● User Stories● Scrum	<ul style="list-style-type: none">● Describing the steps of Design Thinking.● Describing agile project management processes● Conducting interviews to gain empathy and understand users● Developing point of view statements and user stories to define a project and features● Developing a web site using scrum processes to meet user needs● Using a scrum board to organize project tasks
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more usable and accessible.		
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