Scope and Sequence: 60-Hour Option

Units	Hours
Getting Started Tutorial Activities *(located within either SPIKE Prime or EV3 Classroom App)*	**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: *Extended time to solve missions and develop Innovation Project solution.*	5
Extended Session 10: *Extended time to solve missions and work on Innovation Project presentation.*	5
Extended Session 11: *Extended time to prepare and complete Robot Design and Innovation Project presentations.*	4
Extended Session 12: *Extended time to practice before tournament.*	4
Tournament	**4**
Skill Building: *(Choose either SPIKE Prime or EV3 Classroom units)*	**20**

SPIKE Essential Unit Plans			
Invention Squad (6 Hours)	Kickstart a Business (9 Hours)	Life Hacks (6 Hours)	Extra Resources (4 Hours)

MINDSTORMS EV3 Unit Plans		
Robot Trainer (7 Hours)	Engineering Lab (8 Hours)	Coding Activities* (10 Hours)