Scope and Sequence: 60-Hour Option

Units	Hours
Getting Started Tutorial Activities *(located within either SPIKE Essential or WeDo 2.0 App)*	**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

Units	Hours
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)*	**30**

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

Units	Hours
STEM Learning: *FIRST* **STEM Curriculum Series** *(2 hours each)*	**12**

Core Values Activities	Coding Activities	3D and CAD Activities
Electronics and Mechanics Activities	Engineering Design Activities	Capstone Activities