…a playground for innovative minds

FLL Curriculum - Ontario

Lesson Number: 1 2 3 4 5 6 7 8 Class: _____ Date: _____ Level 1-4 Student Name:	**Coding Activity – Modify It** Applying their understanding	**Coding Activity – Commenting** Understanding coding elements	**Coding Activity – Challenge** Problem solving and creativity	**Coding Activity – Extension (optional)** Extending their thinking	**STEAM Activity – Challenge** Using code appropriately to achieve curriculum goals	**STEAM Activity – Student Worksheet** Diligent and accurate collection of data	**Consolidation – Question Sheet** Insight and understanding of concepts	Comments

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