MADLY PRODUCTIVE
PATHWAYS
PROJECT-BASED CTE CURRICULUM
FOR BUSINESS & TECH CLASSROOMS

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Check out these matching resources to save time and facilitate meaningful learning.



Click to see the Unit 1 Curriculum



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START HERE

Start Here

This lesson takes three 45-minute periods. Everything is printable, and every page has a key. You don't need a computer science background to teach it.

Every file, and when you use it

File	Folder	What it is	When you use it
Teacher Guide and Pacing	00 Start Here	The plan for each day, what to print and how to grade	Before you start
Skills map	00 Start Here	Which Florida standards each day teaches	When you plan
Slide deck	01 Present	One deck for all three days. Each day starts at its own dark Day slide, and the speaker notes say what to say.	Every day
Slide script	01 Present	The speaker notes, printed	If you want your notes on paper
Bell ringers	01 Present	A short warm-up for each day	At the start of each day
Google Slides	01 Present	A page with a link that makes your own Google Slides copy of the deck. It has the same slides and speaker notes.	If you teach from Google Slides
Guided notes	02 Student Handouts	One packet for all three days, in PDF and Word. Students fill in the blanks during the slides, with the word bank on the page.	During the slides, every day
Vocab slip	02 Student Handouts	The lesson's words and what they mean, on one page	Day 1. Students keep it.
Which Job Is It?	04 Activities	Students sort everyday actions into the four jobs and explain each choice.	Day 1, the middle of the period
Power-On Reports	04 Activities	Students read the startup lights of four computers that won't start, then name each missing part and its job.	Day 2, the middle of the period
Explain the Path	04 Activities	Students trace a new action through the parts on paper.	Day 3, before the quiz
Exit tickets	05 Assessment	Quick questions that show who needs more help	At the end of each day
Lesson quiz	05 Assessment	10 multiple-choice questions and 2 written answers about all three days	Day 3, after Explain the Path
Google Forms	05 Assessment	A page with links that make your own Google Forms copies of the exit tickets and the quiz. The multiple choice grades itself. Never give students these links.	If students answer online instead of on paper
Answer keys	06 Answer Keys	A key for each day (its bell ringer, notes and exit ticket) and the activity keys, plus the quiz key	When you grade

File	Folder	What it is	When you use it
Tech Shop	Online	An online game with its own level for this lesson, Open It Up. It needs a computer or tablet.	Extra practice, if there's time

The fastest way to run it

1. Print one guided notes packet for each student. It covers all three days, with a header for each day.
2. Open the slide deck. Each day starts at its own dark Day slide, so you always know where today begins. The speaker notes under each slide say what to point to, what to say and which blanks to fill in. The same notes are printed in 01 Present/Slide_Script_and_Speaker_Notes.pdf.
3. Run the activity or lab in the middle of the period. That is where students practice the day's skill.
4. Collect the exit ticket on the way out. It takes a few minutes and shows you who needs more help.

The lesson quiz is on Day 3

Day 3, Follow the Path, teaches new material first, in its slides and notes. Then students do a short practice task and take the quiz. Keep the Day 3 slides, because the quiz covers them.

- **When:** Day 3, after Explain the Path. Collect that sheet before the quiz.
- **What's on it:** 10 multiple-choice questions and 2 written answers. They cover all three days.
- **How long:** about 15 minutes. Students work alone.
- **Points:** 14 in all. Each multiple-choice question is worth 1 point, and each written answer is worth 2.
- **The key:** 06 Answer Keys/1.1_Lesson_Quiz_Answer_Key.pdf.

Tech Shop, the online game

Tech Shop is an online game that goes with this lesson. Students play it in a browser on a computer or tablet, with no account. It doesn't work on phones, and it's never required.

This lesson's level is **Open It Up**. It practices putting each part in the slot for its job, then watching the computer start one step at a time.

No day uses it, so use it as extra practice when students finish early or in an extra period. The whole level takes about 14 minutes.

Game link: madlyproductivepathways.com/play/tech-shop?level=1.1

If you're short on time

Keep every day's slides and notes, because the quiz covers all three days. To save time, skip a day's bell ringer and exit ticket, which frees about 11 minutes that day.

Safety and ethics

Nobody opens a real computer in this lesson. Students see the parts in pictures, on paper and in the game.

Every person in this lesson is invented.

WHAT'S REAL AND WHAT'S INVENTED

Every person and every computer in this lesson is invented, and every part is a real kind of part. Students see the parts in pictures, on paper and in the game. Nobody opens a real computer.

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