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

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# YOU'RE ALL SET!

Your lesson files are in the folders beside this guide. Here is everything else worth knowing.

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**Your download link never expires.**
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When this resource is revised for new standards or a new school year, your copy updates with it at no charge.

## NEED A HAND?

**Email a real person.**
hello@madlyproductivepathways.com

**Spotted a typo, or an answer key that looks off?**
Tell us and we will fix it and re-issue the file. Feedback from the classroom is how this curriculum gets better.

## BUILD YOUR CURRICULUM TOOLKIT

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. The paper pages are all printable, the labs run ONLINE in CodeGrove, and every part has a key. You don't need a computer science background to teach it.

**Students should already know:** Students already know how to print text, store values and read an error message in some programming language, such as Python.

## 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. |
| What's in args? | 04 Activities | Students name the parts of a Java program and write what `args` holds, on paper with computers closed. Then they practice printing text in CodeGrove. | Day 1, the middle of the period |
| Receipt Printer, ONLINE only | 03 Labs | Students fix two receipt programs that won't compile and write a third in CodeGrove. After a task passes Check, they write the lines the sheet asks for and a 1-sentence Why answer. It's ONLINE only. Students write code in CodeGrove on a computer or tablet and fill in the sheet as they go. | Day 2, the middle of the period |
| 1.1 Quiz Task, ONLINE only | 04 Activities | Students work alone to fix a program with two compile errors in CodeGrove, then take the lesson quiz on paper with computers closed. It's ONLINE only. Students write code in CodeGrove on a computer or tablet and fill in the sheet as they go. | Day 3, before the quiz |

| File | Folder | What it is | When you use it |
|---|---|---|---|
| 1.1 Try It, the Day 1 try-it | CodeGrove (online) | About 10 minutes of practice in CodeGrove. Students type the link from the try-it slide (slide 9). Nothing is printed or turned in. Link: madlyproductivepathways.com/codegrove?course=java&level=1.1 | Day 1, before the exit ticket |
| Exit tickets | 05 Assessment | Quick questions that show who needs more help | At the end of each day |
| Lesson quiz | 05 Assessment | 7 multiple-choice questions and 2 written answers about all three days | Day 3, after 1.1 Quiz Task |
| 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. Use a Form that asks students to read code only on school-managed Chromebooks, with locked mode turned on in the Form's Settings. On every other device, use the paper version. | 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 and lab keys, plus the quiz key | When you grade |
| CodeGrove | Online | Our online code lab, with its own levels for this lesson: 1.1 Try It on Day 1, Receipt Printer on Day 2 and 1.1 Quiz Task on Day 3. It needs a computer or tablet. | Days 1, 2 and 3, ONLINE only |

## 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, Quiz: Java Program Parts and Compile Errors, reviews the lesson first, in its slides and notes. Then students do a short practice task and take the quiz.

- **When:** Day 3, after 1.1 Quiz Task. Collect that sheet before the quiz.
- **What's on it:** 7 multiple-choice questions and 2 written answers. They cover all three days.
- **How long:** about 15 minutes. Students work alone.
- **Points:** 11 in all. Part A has 7 three-choice questions worth 1 point each. Part B has 2 written questions worth 2 points each. You grade the written answers by hand.
- **The key:** 06 Answer Keys/1.1_Lesson_Quiz_Answer_Key.pdf. It gives the right choice and the reason for each choice question, and for each written one, a sample answer and what to look for.

## CodeGrove, the online code lab

CodeGrove is our online code lab that goes with this lesson. Students use it in a browser on a computer or tablet, with no account. It doesn't work on phones. Every lab in this course runs in it, ONLINE only.

This lesson uses 3 levels: **1.1 Try It** (Day 1), **Receipt Printer** (Day 2) and **1.1 Quiz Task** (Day 3). Together they practice fixing compile errors in a Java program and printing text with `print`, `println` and comments.

The Day 2 lab gets 29 minutes. Plan about 2 minutes to hand out the sheet and open the link, about 17 minutes of coding in CodeGrove, about 7 minutes of writing on the sheet and about 3 minutes to go over the answers.

Each link on a sheet opens its level, so there's nothing to install or set up.

After a task passes Check, students write the lines the sheet asks for and a 1-sentence Why answer.

The first Run can take up to a minute while the lab loads. Later runs take a few seconds. Students can read the task while they wait.

**Day 1 try-it:** 1.1 Try It, about 10 minutes of practice. Nothing is turned in. Link: madlyproductivepathways.com/codegrove?course=java&level=1.1

**Day 2, Receipt Printer:** madlyproductivepathways.com/codegrove?course=java&level=1.1b

**Day 3, 1.1 Quiz Task:** madlyproductivepathways.com/codegrove?course=java&level=1.1q

## If you're short on time

Keep every day's slides and notes, because the quiz covers them. To save time, skip the Day 1 bell ringer and one exit ticket.

# Safety and ethics

Students code in CodeGrove, our online code lab. They never sign in or make an account.

**WHAT'S REAL AND WHAT'S INVENTED**

Every person and place in this lesson is invented, including Hawthorne Hardware.

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