

Curriculum Overview

Course 2 Mission Listing



The robots4STEM is a new kind of curriculum that makes use of a virtual avatar and a robot, Jett, to teach coding. Each student learns digital citizenship and how to code while navigating a virtual space station, going through “missions” (lessons), gaining “promotions”, and completing projects which are then graded.

For more detailed information, please refer to the “robots4STEM Curriculum Guide” for Course 2.

Mission Name	Summary
Mission 15: Sound Palette	Learn the foundational concepts of using sound and the sound palette.
Mission 16: Debugging	Learn the foundational concepts of finding coding errors and addressing them in the process called “debugging.”
Mission 17: Variables 1	Learn the foundational concepts of variable types and how to properly name variables. (Revisited from Course 1).
Mission 18: Variables 2	Learn the foundational concepts of declaring and initializing variables in a script to make them usable.
Mission 19: Variables 3	Learn the foundational concepts of automating the process of setting and changing the value of a variable in a program.
Mission 20: Random Numbers	Learn the foundational concepts of calculating random chance in value sets and writing programs utilizing random numbers.
Mission 21: Mathematical Numbers	Learn the foundational concepts of applying mathematical operations into computer programming.
Mission 22: Logical Operators 1	Learn the foundational concepts of Booleans and logical operators.
Mission 23: Logical Operators 2	Learn more advanced ways to use booleans and logical operators.
Mission 24: Mid-Course Promotion Event	Apply the skills learned until now to create a self-sustaining system.
Mission 25: Procedures 1	Learn the foundational concepts of user-defined procedure blocks and top-down design.
Mission 26: Lists 1	Learn the foundational concepts of creating lists to simplify variables and the way that data is viewed.
Mission 27: Lists 2	Learn more advanced ways to simplify variables and the way that data is viewed and collected.
Mission 28: Lists 3	Learn more advanced ways to simplify variables and the way that data is viewed and collected.
Mission 29: Procedures 2	Learn more advanced ways to develop reusable procedures using parameters.
Mission 30: Final Promotion Project	Apply the skills learned through the course to create a board game in the simulation room.