Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 1:</li> <li>Introduction - Let's Discover <ul> <li>Students discuss the Core</li> <li>Value of discovery and</li> <li>provide examples.</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will use discovery to explore the MASTERPIECE</li> <li>theme and explain how people</li> <li>share what they love to do.</li> </ul> </li> </ul>	Reading	<ul> <li>C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge.</li> <li>C1.4 demonstrate an understanding of the relationship between simple <u>illustrations, images, and graphics</u> and the text.</li> </ul>	-
<ul> <li>The team will build a place to share a hobby or interest.</li> <li>Share</li> <li>Share what they did in the session.</li> <li>Explain their hobbies and interests.</li> <li>Share how they use art or creativity in their interests.</li> </ul>	Writing		
	Oral Communication	<ul> <li>B1.1 use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities.</li> <li>B1.3 identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently.</li> </ul>	•

• The standard is clearly addressed by program activities.

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 2:</li> <li>Introduction – Go Team <ul> <li>Students talk about what teamwork is and provide examples of this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will build the basic stage and minifigures in Bag 1.</li> <li>The team will explore different jobs in the arts and tools or</li> </ul> </li> </ul>	Reading	<ul> <li>C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge.</li> <li>C1.4 demonstrate an understanding of the relationship between simple <u>illustrations, images, and graphics</u> and the text.</li> <li>C2.1 activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts.</li> </ul>	-
objects used Share Have the team: • Share what they did in the session. • Share what they learned about the experts in the Explore story • Demonstrate how the different minifigure items could be used. • Describe their scene for the Explore story	Writing		
	Oral Communication	<ul> <li>B1.1 use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities</li> <li>B1.3 identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently</li> </ul>	•

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Session 3:       Reading       C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge.       -         Introduction – Let's Have Fun       Teams talk about what fun is and provide examples of this Core Value       C1.4 demonstrate an understanding of the relationship between simple illustrations, images, and graphics and the text.       -         Team Outcomes       *       C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge.       -         *       The team will add the music concert pieces to the basic stage.       *       C1.1 read and comprehend short, simple texts.         *       The team will identify different ways sound is used to help make an impact on an audience.       Writing         Share Have the team:       *       *         *       Share what they did in the session.       *         *       Explain how sound is used to       *
make an impact for an audience.       • Show different examples of sounds icons on the mat.       Image: Constant of the mat.       Image:

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<b>B1.3</b> identify the purpose and audience for speaking in formal and inform and use appropriate speaking strategies, including taking turns, understa to speak, and knowing how much to say, to communicate clearly and col	when
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Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
Session 4:	Reading	<b>C1.1</b> read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge	-
<ul> <li>Introduction – Let's Innovate</li> <li>Students talk about what innovation is and the team</li> </ul>		<b>C1.4</b> demonstrate an understanding of the relationship between simple <u>illustrations</u> , <u>images</u> , and <u>graphics</u> and the text	-
provides examples of this Core Value <b>Team Outcomes</b> • The team will build the LEGO® model from the lesson and explore motor coding blocks. • The team will identify creative ways stages are used in a theatre. <b>Share</b> <b>Have the team:</b> • Share what they did in the session. • Show the motor coding skills they learned. • Explain how technology is used to make an impact for an audience.		<b>C2.1</b> activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts	-
	Writing		

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• Show different examples of theatre icons on the mat.	Oral Communication	<b>B1.1</b> use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities	•
		<b>B1.3</b> identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently	•

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 5:</li> <li>Introduction – Be Inclusive <ul> <li>The team will talk about what inclusion is and provide examples of this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will build the LEGO® model from the lesson and explore the use of lights and sensors.</li> <li>The team will identify how lights and sounds are used to make a museum exhibit interactive.</li> </ul> </li> <li>Share Have the team:</li> </ul>	Reading	<ul> <li>C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge</li> <li>C1.4 demonstrate an understanding of the relationship between simple <u>illustrations, images, and graphics</u> and the text</li> <li>C2.1 activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts</li> </ul>	-
	Writing		

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<ul> <li>Share what they did in the session.</li> <li>Show the sensor coding skills they learned.</li> <li>Demonstrate how they modified the model and code so that light and sound is triggered by a sensor</li> </ul>			
	Oral Communication	<ul> <li>B1.1 use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities</li> <li>B1.3 identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently</li> </ul>	•

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 6:</li> <li>Introduction – Have an Impact <ul> <li>Teams will talk about what impact is and provide examples of this Core Value</li> <li>Team Outcomes</li> <li>The team will build the LEGO® model from the lesson and code the robot to drive.</li> <li>The team will apply their coding</li> </ul> </li> </ul>	Reading	<ul> <li>C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge</li> <li>C1.4 demonstrate an understanding of the relationship between simple <u>illustrations</u>, <u>images</u>, and graphics and the text</li> <li>C2.1 activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts</li> </ul>	-

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and building skills to change the existing robot into a vehicle with a camera.	Writing		
Share Have the team: • Share what they did in the			
<ul> <li>Show how they have applied coding skills learned in previous sessions to make a moving camera.</li> <li>Share how their moving camera was built</li> </ul>	Oral Communication	<ul> <li>B1.1 use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities</li> <li>B1.3 identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently</li> </ul>	•

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
Session 7: Introduction – Discovery Build • The team will provide examples of how they have	Reading	<b>C1.1</b> read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge	-

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<ul> <li>used discovery throughout the sessions</li> <li>The team will create a build from the prototyping pieces represent this Core Value</li> <li>Team Outcomes</li> <li>The team will combine the basic</li> </ul>		<ul> <li>C1.4 demonstrate an understanding of the relationship between simple <u>illustrations</u>, <u>images</u>, and graphics and the text</li> <li>C2.1 activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts</li> </ul>	-
<ul> <li>stage model with the motor and hub</li> <li>The team will apply all their coding and building knowledge to create their own stage.</li> <li>Share</li> </ul>	Writing		
<ul> <li>Have the team:</li> <li>Share what they did in the session.</li> <li>Show how they have applied coding skills learned in previous sessions to make their model move.</li> </ul>	Oral Communication	<ul> <li>B1.1 use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities</li> <li>B1.3 identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently</li> </ul>	•

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed

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Sessions 8 & 9:	Reading	<b>C1.1</b> read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge	-	
<ul> <li>Introduction – Teamwork and Fun Builds <ul> <li>The team will provide examples of how they have used teamwork and fun throughout the sessions</li> <li>The team will create a build from the prototyping pieces representing this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will draw their team model design and label its required parts.</li> <li>The team will create a team model to showcase a talent or interest that uses technology in creative ways.</li> </ul> </li> </ul>		<b>C1.4</b> demonstrate an understanding of the relationship between simple <u>illustrations</u> , <u>images</u> , and graphics and the text	-	
		<b>C2.1</b> activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts	-	
	Writing	<b>D2.1</b> draft short, simple texts of various forms and genres, including personal narratives, persuasive texts, and procedural texts, using a variety of media, tools, and strategies	•	
<ul> <li>Share</li> <li>Have the team:</li> <li>Share what they did at the end of each session.</li> </ul>				
<ul> <li>Explain the program and how the motor, sensor and light are used in the model.</li> <li>Review the list of required parts and identify them on the team model.</li> <li>Demonstrate how the team model works.</li> </ul>	Oral Communication	<b>B1.1</b> use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities	•	
		<b>B1.3</b> identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently	•	

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Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
Sessions 10 & 11: Introduction – Innovation and Inclusion Builds • The team will provide examples of how they have used innovation (Session 10) and inclusion (Session 11) • The team will create a build from the prototyping pieces	Reading	<ul> <li>C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge</li> <li>C1.4 demonstrate an understanding of the relationship between simple <u>illustrations, images, and graphics</u> and the text</li> <li>C2.1 activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts</li> </ul>	-
representing this Core Value <b>Team Outcomes</b> • The team will create a plan for what they will include on their team poster. • The team will design and create their team poster	Writing	<ul> <li>D1.1 identify the topic, purpose, and audience for various simple texts they plan to create</li> <li>D1.2 generate ideas about given and chosen topics, using simple strategies and drawing on various resources, including their own lived experiences, and learning from other subject areas</li> </ul>	•
<ul> <li>Share</li> <li>Have the team:</li> <li>Share what they did at the end of each session.</li> <li>Show their team poster design.</li> <li>Explain their team journey.</li> <li>Demonstrate how they will</li> </ul>	Oral Communication	<ul> <li>D2.1 draft short, simple texts of various forms and genres, including personal narratives, persuasive texts, and procedural texts, using a variety of media, tools, and strategies</li> <li>A2.6 use digital and media tools to support stages of the design process and to develop creative solutions to authentic, real-world problems.</li> </ul>	•
present their team poster			

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<b>B1.1</b> use effective listening skills, including listening attentively and asking relevant questions, in formal and informal contexts, including conversations and classroom activities	•
<b>B1.3</b> identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently	•

Team Meeting Guide Outcomes	Strand	Specific Expectations	Addressed
<ul> <li>Session 12:</li> <li>Introduction – Impact Build <ul> <li>Have the team provide examples of how they have had an impact throughout the sessions</li> <li>Have the team create a build from the prototyping pieces representing this Core Value</li> </ul> </li> <li>Team Outcomes <ul> <li>The team will reflect on their MASTERPIECE experience.</li> <li>The team will create a plan for what to share at their final event</li> </ul> </li> </ul>	Reading	<ul> <li>C1.1 read and comprehend short, simple texts, using knowledge of words, grammar, cohesive ties, sentence structures, and background knowledge</li> <li>C1.4 demonstrate an understanding of the relationship between simple <u>illustrations, images, and graphics</u> and the text</li> <li>C2.1 activate prior knowledge, including knowledge gained from personal and text experiences, that they can use to understand the topics of new texts</li> </ul>	-

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Have the team: • Practice their team poster presentation. • Practice their team model presentation.			
	Media Literacy	<ul><li>A2.6 use digital and media tools to support stages of the design process and to develop creative solutions to authentic, real-world problems.</li><li>B1.3 identify the purpose and audience for speaking in formal and informal contexts, and use appropriate speaking strategies, including taking turns, understanding when to speak, and knowing how much to say, to communicate clearly and coherently.</li></ul>	•

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