

**Date: Monday, Mar. 13<sup>th</sup>, 2017**

**B**

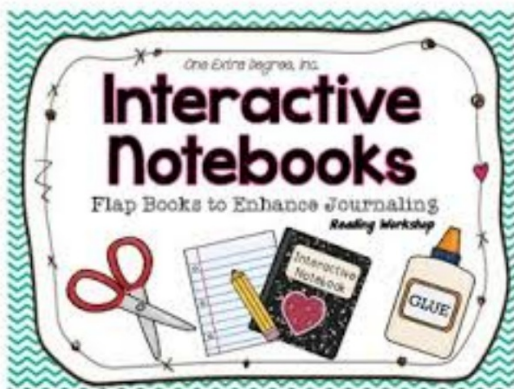
★ Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.

**EQ: How can I demonstrate what I know about science?**

**HW: Finish GoFormative**

**Activity: 2nd Trimester Benchmark Test**

**Turn in Test Review NOW (if it is done AND signed)**



## App. Sci. - Date: Monday, , 2017



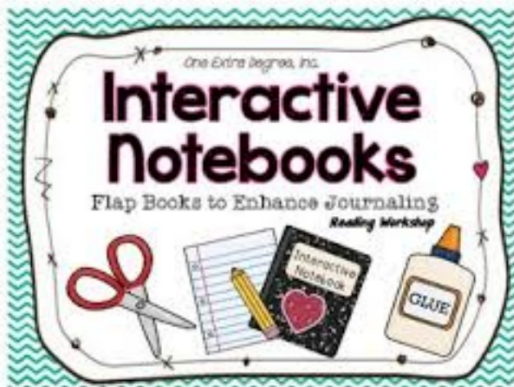
Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.



**EQ:** How are software programs coded?

**HW:** None

**Activity:** Scratch!



**Date: Tuesday, Mar. 14<sup>th</sup>, 2017**



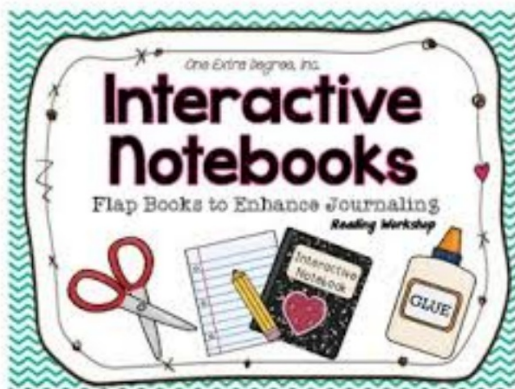
Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.



**EQ: How can I demonstrate what I know about science?**

**HW: Finish GoFormative**

**Activity: 2nd Trimester Benchmark Test**



## App. Sci. - Date: Tuesday, Mar. 14<sup>th</sup>, 2017

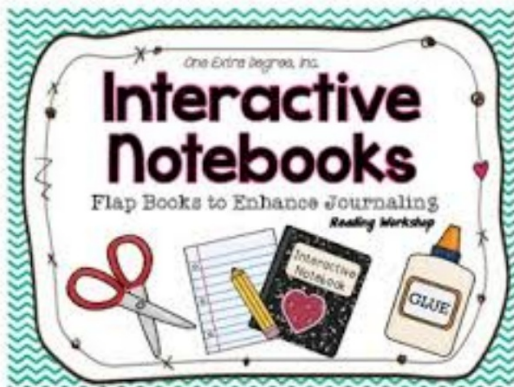
★ Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.



EQ: How are software programs coded?

HW: None

Activity: Scratch Programming



**Date: Wednesday, Mar. 15<sup>th</sup>, 2017**



Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.

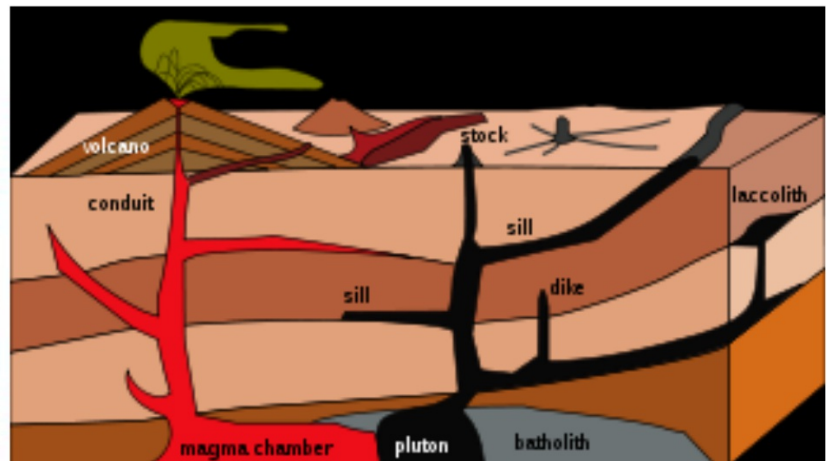
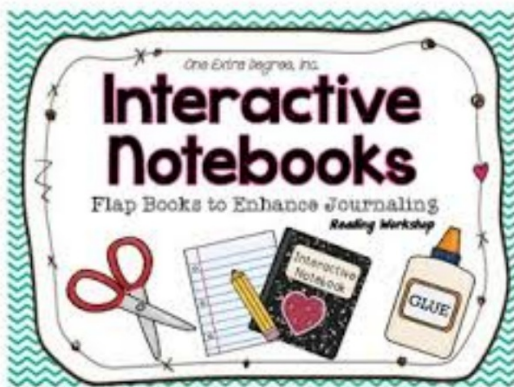


**EQ: How do I demonstrate my knowledge of science?**

**HW: Turn In Business Letters**

**Activity: Finish Benchmark test**

**GoFormative: "Geology - The Study of the Earth and Its History:"**



## App. Sci. - Date: Wednesday, Mar. 15<sup>th</sup>, 2017



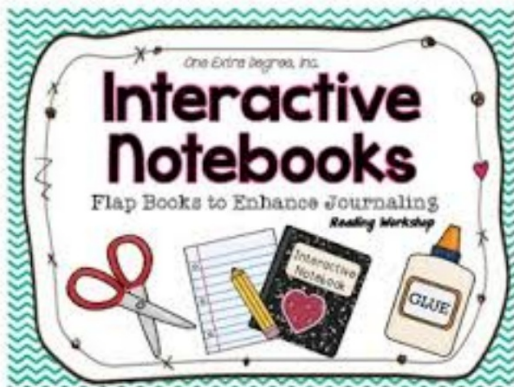
Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.



**EQ:** How are software programs coded?

**HW:** None

**Activity:** Scratch Programming



**Date: Thursday, Mar. 16<sup>th</sup>, 2017**



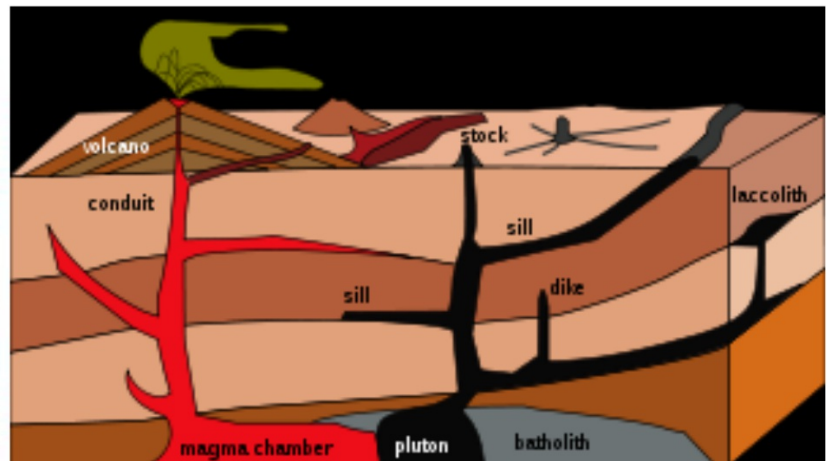
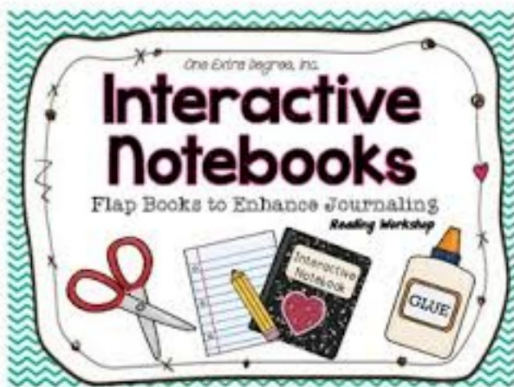
★ Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.

**EQ: How do I demonstrate my knowledge of science?**

**HW: Turn In Business Letters, Turn in New Planet Activity**

**Activity: Finish Benchmark test**

**GoFormative: "Geology - The Study of the Earth and Its History:"**



## App. Sci. - Date: Thursday, Mar. 16<sup>th</sup>, 2017



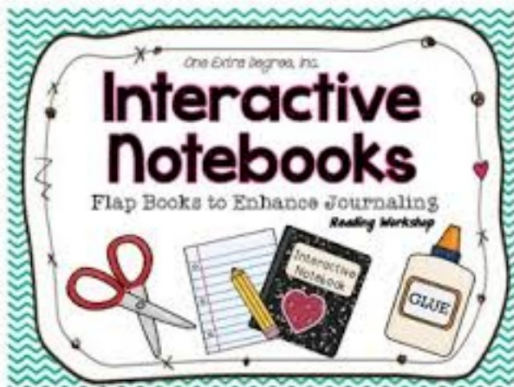
Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.



**EQ:** How are software programs coded?

**HW:** None

**Activity:** Scratch Programming





**Date: Friday, Mar. 17<sup>th</sup>, 2017**

**B**

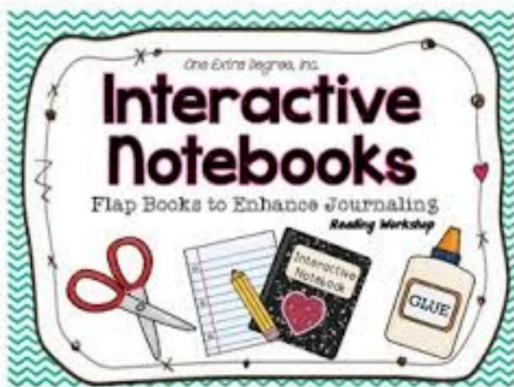
★ Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.

**EQ: How do I demonstrate my knowledge of science?**

**HW: Turn In Business Letters, Turn in New Planet Activity**

**Activity: Finish Benchmark test - Last Day**

**GoFormative: "Geology - The Study of the Earth and Its History:**



**Wearing o' the green**



## App. Sci. - Date: Friday, Mar. 17<sup>th</sup>, 2017



Find the correct date in your planner. Then, write the EQ and HW information in the box for that date. After you have written on your calendar, leave it out on your desk so it can be stamped.



**EQ:** How are software programs coded?

**HW:** None

**Activity:** Scratch Programming

