

3rd Grade		
PROJECT FLOW	STANDARD	DESCRIPTION
RESEARCH PHASE Students conduct research around CS2N or teacher selected topic, subject, or book that they will base their storytelling and animation project on.	W.3.7.	Conduct short research projects that build knowledge about a topic.
DESIGN PHASE Students brainstorm, write a script, storyboard the script, present it to their peers, and then edit their storytelling and animation submission based on peer or teacher feedback.	W.3.5.	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, and editing.
	W.3.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences.
PRODUCTION PHASE Students reference their storyboards and use software and CS2N to create digital media and upload their projects.	SL.3.5.	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.
	W.3.6.	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
EVALUATION PHASE Students participate in a peer review process where they review anonymous projects from other participants. They assess projects based on rubrics which tie to other Common Core standards, including “Project claims were supported by evidence”. In addition, students must leave constructive feedback to support and encourage improvements for each criterion which the project is evaluated.	W.3.6.	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.