

Standard ID	Standard Description
Invention Squad	
Help!	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Hopper Race	
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-21	Evaluate and refine computational artifacts to make them more usable and accessible.
Super Cleanuup	
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-21	Evaluate and refine computational artifacts to make them more usable and accessible.
Broken	
3A-CS-03	Develop guidelines that convey systematic troubleshooting strategies that others can use to identify and fix errors.
Design for Someone	
3A-CS-01	Explain how abstractions hide the underlying implementation details of computing systems embedded in everyday objects.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
Design for You	
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-17	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.

3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
Kickstart a Business	
Place Your Order	
3A-CS-03	Develop guidelines that convey systematic troubleshooting strategies that others can use to identify and fix errors.
3A-AP-17	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.
Out of Order	
3A-CS-03	Develop guidelines that convey systematic troubleshooting strategies that others can use to identify and fix errors.
Track Your Packages	
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
3A-AP-20	Evaluate licenses that limit or restrict use of computational artifacts when using resources such as libraries.
Keep It Safe	
3A-NI-07	Compare various security measures, considering tradeoffs between the usability and security of a computing system.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Keep it really Safe!	
3A-NI-07	Compare various security measures, considering tradeoffs between the usability and security of a computing system.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Automate it!	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.

Back to Back	
3A-CS-03	Develop guidelines that convey systematic troubleshooting strategies that others can use to identify and fix errors.
Life Hacks	
Break Dace	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Repeat 5 Times	
3A-AP-14	Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.
Rain or shine?	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Wind Speed	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Veggie Love	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.

Brain Game	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-14	Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.
The Coach	
3A-IC-26	Demonstrate ways a given algorithm applies to problems across disciplines.
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
Code Your Moves	
3A-CS-01	Explain how abstractions hide the underlying implementation details of computing systems embedded in everyday objects.
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
Training Trackers	
Stretch with Data	
3A-DA-11	Create interactive data visualizations using software tools to help others better understand real world phenomena.
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
This is Uphill	
3A-DA-11	Create interactive data visualizations using software tools to help others better understand real world phenomena.
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.

Time for Squat Jumps	
3A-DA-11	Create interactive data visualizations using software tools to help others better understand real world phenomena.
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Watch Your Steps	
3A-DA-11	Create interactive data visualizations using software tools to help others better understand real world phenomena.
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Aim for It	
3A-DA-11	Create interactive data visualizations using software tools to help others better understand real world phenomena.
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
The Obstacle Course	
3A-CS-01	Explain how abstractions hide the underlying implementation details of computing systems embedded in everyday objects.
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
3A-AP-17	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.

Supplementary Lessons	
Pass the Brick	
3A-CS-01	Explain how abstractions hide the underlying implementation details of computing systems embedded in everyday objects.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
Ideas, the LEGO way!	
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-17	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
What is this?	
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
Going the Distance	
3A-DA-12	Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.
Goal!	
3A-AP-13	Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.
3A-AP-17	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.

Competition Ready	
Training Camp 1: Driving Around	
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
3A-AP-21	Evaluate and refine computational artifacts to make them more usable and accessible.
Training Camp 2: Playing with Objects	
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
3A-AP-14	Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
3A-AP-21	Evaluate and refine computational artifacts to make them more usable and accessible.
Training Camp 3: Reacting to Lines	
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
3A-AP-14	Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
3A-AP-21	Evaluate and refine computational artifacts to make them more usable and accessible.
Prime Combined	
Smart House: Go Green	
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
3A-AP-14	Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.

3A-AP-21	Evaluate and refine computational artifacts to make them more usable and accessible.
Protect Our Produce	
3A-CS-02	Compare levels of abstraction and interactions between application software, system software, and hardware layers.
3A-AP-14	Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.
3A-AP-19	Systematically design and develop programs for broad audiences by incorporating feedback from users.
3A-AP-21	Evaluate and refine computational artifacts to make them more usable and accessible.