

Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

	Grade 1		Grade 2		Grade 3		Grade 4	
	<p>C.3.1</p> <ul style="list-style-type: none"> solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential events 	<p>C.3.2</p> <ul style="list-style-type: none"> read and alter existing code, including code that involves sequential events, and describe how changes to the code affect the outcomes 	<p>C.3.1</p> <ul style="list-style-type: none"> solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential and concurrent events 	<p>C.3.2</p> <ul style="list-style-type: none"> read and alter existing code, including code that involves sequential events, and describe how changes to the code affect the outcomes 	<p>C.3.1</p> <ul style="list-style-type: none"> solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential, concurrent, and repeating events 	<p>C.3.2</p> <ul style="list-style-type: none"> read and alter existing code, including code that involves sequential, concurrent, and repeating events, and describe how changes to the code affect the outcomes 	<p>C.3.1</p> <ul style="list-style-type: none"> Solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential, concurrent, repeating, and nested events. 	<p>C.3.2</p> <ul style="list-style-type: none"> Read and alter existing code, including code that involves sequential, concurrent, repeating, and nested events, and describe how changes to the code affect the outcomes.
Everyone Can Code Early Years Teacher Guide	Commands 8-14	Commands 8-14	Commands 8-14 Functions 15-21	Commands 8-14 Functions 15-21	Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35	Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35	Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35 App Design 36-38	Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35 App Design 36-38
Everyone Can Code Puzzles							<ul style="list-style-type: none"> Commands, pages 1-12 Functions, pages 13-23 For Loops, pages 24-33 	<ul style="list-style-type: none"> Commands, pages 14-24 Functions, pages 37-50 For Loops, pages 62-69
Everyone Can Code Puzzles Teacher Guide							<ul style="list-style-type: none"> Commands, pages 14-24 Functions, pages 37-50 For Loops, pages 62-69 	<p>Test and Improve</p> <ul style="list-style-type: none"> Commands, pages 18, 21 Functions, pages 42, 45-47
Everyone Can Code Adventures								
Everyone Can Code Adventures Teacher Guide								
Develop in Swift Explorations								
Develop in Swift Explorations Teacher Guide								

	Grade 5	Grade 6	Grade 7	Grade 8		
	<p>C.3.1</p> <ul style="list-style-type: none"> Solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves conditional statements and other control structures. <p>C.3.2</p> <ul style="list-style-type: none"> Read and alter existing code, including code that involves conditional statements and other control structures, and describe how changes to the code affect the outcomes. 	<p>C.3.1</p> <ul style="list-style-type: none"> Solve problems and create computational representations of mathematical situations by writing and executing efficient code, including code that involves conditional statements and other control structures. <p>C.3.2</p> <ul style="list-style-type: none"> Read and alter existing code, including code that involves conditional statements and other control structures, and describe how changes to the code affect the outcomes and the efficiency of the code. 	<p>C.3.1</p> <ul style="list-style-type: none"> Solve problems and create computational representations of mathematical situations by writing and executing efficient code, including code that involves events influenced by a defined count and/or sub-program and other control structures. <p>C.3.2</p> <ul style="list-style-type: none"> Read and alter existing code, including code that involves events influenced by a defined count and/or sub-program and other control structures, and describe how changes to the code affect the outcomes and the efficiency of the code. 	<p>C.3.1</p> <ul style="list-style-type: none"> Solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves the analysis of data in order to inform and communicate decisions. <p>C.3.2</p> <ul style="list-style-type: none"> Read and alter existing code involving the analysis of data in order to inform and communicate decisions, and describe how changes to the code affect the outcomes and the efficiency of the code. 		
Everyone Can Code Early Years Teacher Guide						
Everyone Can Code Puzzles	<ul style="list-style-type: none"> Commands, pages 4-11 Functions, pages 16-22 For Loops, pages 27-32 Variables, pages 37-41 Conditional Code, pages 50-55 Types and Initialization, pages 63, 65, 67 	<ul style="list-style-type: none"> Functions, 14-20 For Loops 28-31 Variables, 40 Conditional Code, 52-55 Types and Initialization, 63, 65, 67 	<ul style="list-style-type: none"> Functions 23 For loops 32-33 Variables 45-46 Conditional Code, 49, 58-59, Types and Initialization 62, 66, 68 	<ul style="list-style-type: none"> Functions with parameters, 72-75 Logical Operators, 82, 85 While Loops 92-94 Arrays and Refactoring 101-105 	<ul style="list-style-type: none"> Types and Initialization 62, 66, 68 Functions with parameters 71, 76-78 Logical Operators 82, 86-87 While Loops 90-95-96 Arrays and refactoring 106-108 	
Everyone Can Code Puzzles Teacher Guide	<ul style="list-style-type: none"> Commands, pages 17-23 Functions, pages 40-44 	<ul style="list-style-type: none"> Commands, 15 Functions, 38 For Loops, 63 Variables, 85 Conditional Code, 108 Types and Initialization, 127 		<ul style="list-style-type: none"> Functions with Parameters, 147 Logical Operators 166 While Loops 185 Arrays and Refactoring 207 		
Everyone Can Code Adventures			<ul style="list-style-type: none"> Objects in Views 8-11, 17-18 Events and Handlers 25, 29-30, Arrays 39-43, More Events and Handlers 56, 58-61 Functions as Arguments 69-73, Return Types and Outputs 87, and 89-90 	<ul style="list-style-type: none"> Objects in Views 7, 12-16, 19-23 Events and Handlers 26, 31-36 Arrays 45, 47-48, 50-53 More Events and Handlers 63-67 Functions as Arguments 79-84 Return Types and Outputs 91-94 	<ul style="list-style-type: none"> Return Types and Outputs 87, 89-90 Classes and Components 97, and 99-115 	<ul style="list-style-type: none"> Return Types and Outputs 91-94 Classes and Components 118-117
Everyone Can Code Adventures Teacher Guide			<ul style="list-style-type: none"> Objects in Views 33-34 Events and Handlers 64, Arrays 83, More Events and Handlers 122-123, Functions as Arguments 150-151 Return Types and Outputs 173-174 	<ul style="list-style-type: none"> Objects in Views 40, 45-46 Events and Handlers 71-72, Arrays 103-104 More Events and Handlers 128-129 Functions as Arguments 159-160 Return Types and Outputs 178-179 	<ul style="list-style-type: none"> Classes and Components 206-207 	<ul style="list-style-type: none"> Classes and Components 220-221
Develop in Swift Explorations				<ul style="list-style-type: none"> Unit 1: Values Pages 15-24, 45-46, 75-83 Episode 1: The TV Club pages 85-105 Unit 2: Algorithms Pages 109-118 and 152-163 Episode 2: The Viewing Party pages 165-180 Unit 3: Organizing Data Pages 184-192, 262-269 Unit 4: Building Apps Pages 289-299 	<ul style="list-style-type: none"> Unit 1: Values Pages 26-44, 48-73 Episode 1: The TV Club Pages 102-105 Unit 2: Algorithms Pages 106-136, 138-150 Unit 3: Organizing Data Pages 194-219 221-260 Episode 3: Sharing Photos pages 271-285 Unit 4: Building Apps Pages 301-399, 401-467, and 469-478 	
Develop in Swift Explorations Teacher Guide				<ul style="list-style-type: none"> Unit 1: Values pp. 35-41, 44, 54-56, 69-75, 77-86, 93, 96-112 Episode 1: The TV Club pages 137-166 Episode 2: The Viewing Party pages 114-121, 179-182, and 203-204 Episode 3: p. 446 - 462 	<ul style="list-style-type: none"> Unit 1: Values p. 49-123 Episode 1: The TV Club 140-142, 147, 151, 155-156, 159, 161, 164, and 166 Episode 3: Sharing Photos pages 464-478 Unit 4: Building Apps p. 487, 494, 498-608 	

Grade 9	
C2.1 Use coding to demonstrate an understanding of algebraic concepts including variables, parameters, equations, and inequalities.	C2.2 Create code by decomposing situations into computational steps in order to represent mathematical concepts and relationships, and to solve problems.
C2.3 Read code to predict its outcome, and alter code to adjust constraints, parameters, and outcomes to represent a similar or new mathematical situation.	
Everyone Can Code Early Years Teacher Guide	COMING
Everyone Can Code Puzzles	
Everyone Can Code Puzzles Teacher Guide	
Everyone Can Code Adventures	
Everyone Can Code Adventures Teacher Guide	
Develop in Swift Explorations	
Develop in Swift Explorations Teacher Guide	

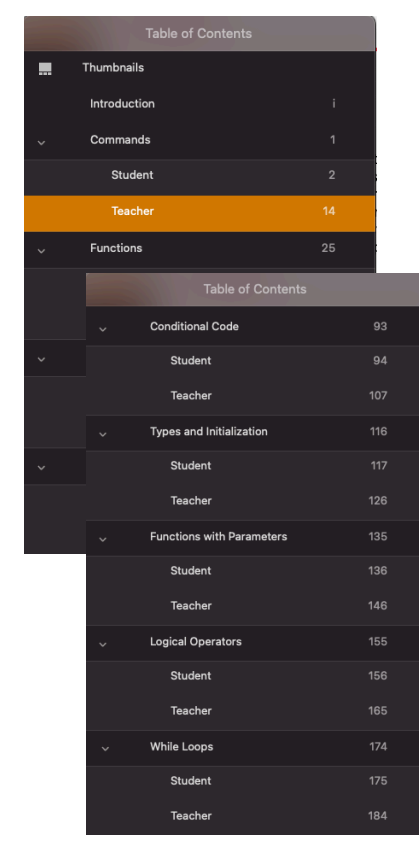
Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 1	
C.3.1 • solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential events	C.3.2 • read and alter existing code, including code that involves sequential events, and describe how changes to the code affect the outcomes
Commands 8-14	Commands 8-14
Everyone Can Code Early Years	

Teacher Guide	Unit 1: Values pp 27-136	Episode 1: The TV Club pp. 137-156	Unit 2: Algorithms 167-270	Episode 2: The Viewing Party 271-286	Unit 3: Organizing Data pp. 297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478

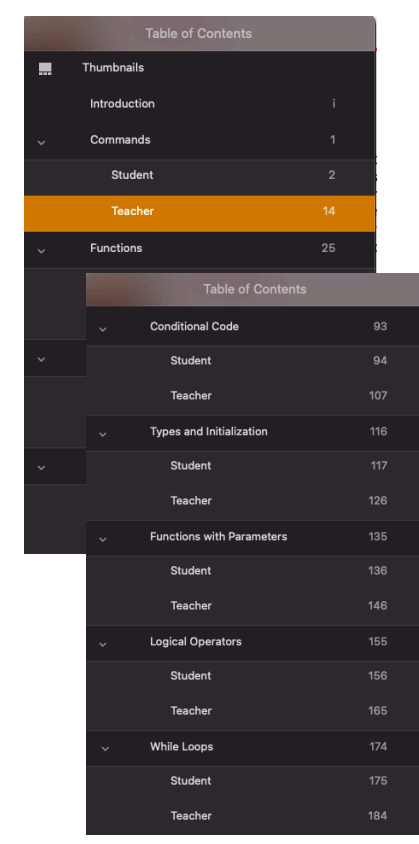


Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 2	
C.3.1 · solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential and concurrent events	C.3.2 · read and alter existing code, including code that involves sequential events, and describe how changes to the code affect the outcomes
Commands 8-14 Functions 15-21	Commands 8-14 Functions 15-21
Everyone Can Code Early Years	



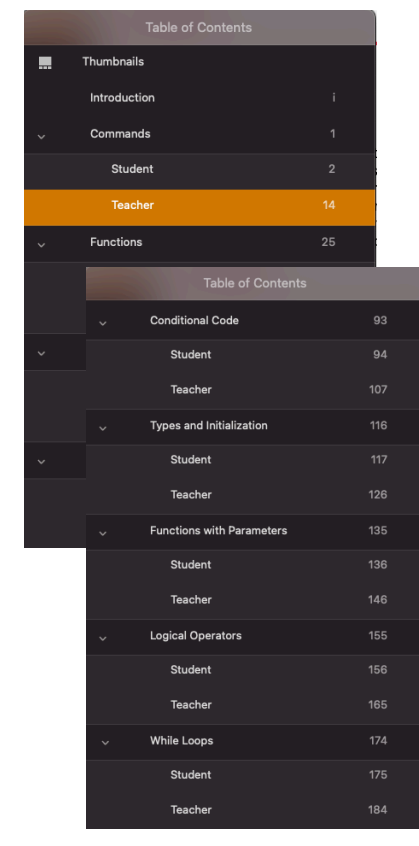
Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 5	
C.3.1 - solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential, concurrent, and repeating events	C.3.2 - read and alter existing code, including code that involves sequential, concurrent, and repeating events, and describe how changes to the code affect the outcomes
Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35	Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35
Everyone Can Code Early Years	

Teacher Guide	Unit 1: Values pp.27-136	Episode 1: The TV Club pp.137-166	Unit 2: Algorithms 167-270	Episode 2: The Viewing Party 271-296	Unit 3: Organizing Data pp.297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
Student Guide	Unit 1: Values pp.12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp.181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478

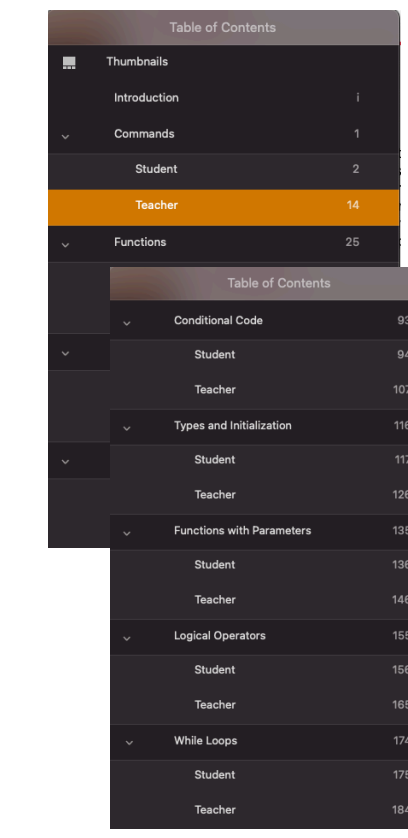


Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 4	
	<p>C.3.1 Solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential, concurrent, repeating, and nested events.</p> <p>C.3.2 Read and alter existing code, including code that involves sequential, concurrent, repeating, and nested events, and describe how changes to the code affect the outcomes.</p>
Everyone Can Code Early Years	<p>Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35 App Design 36-38</p> <p>Commands 8-14 Functions 15-21 Loops 22-28 Variables 29-35 App Design 36-38</p>
Everyone Can Code Puzzles	<ul style="list-style-type: none"> • Commands, pages 1-12 • Functions, pages 13-23 • For Loops, pages 24-33 <ul style="list-style-type: none"> • Commands, pages 14-24 • Functions, pages 37-50 • For Loops, pages 62-69
Everyone Can Code Puzzles Teacher Guide	<p>Test and Improve</p> <ul style="list-style-type: none"> • Commands, pages 18, 21 • Functions, pages 42, 45-47



Teacher Guide	Unit 1: Values pp 27-136	Episode 1: The TV Club pp 137-166	Unit 2: Algorithms 167-270
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Episode 2: The Viewing Party 271-296	Unit 3: Organizing Data pp. 297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
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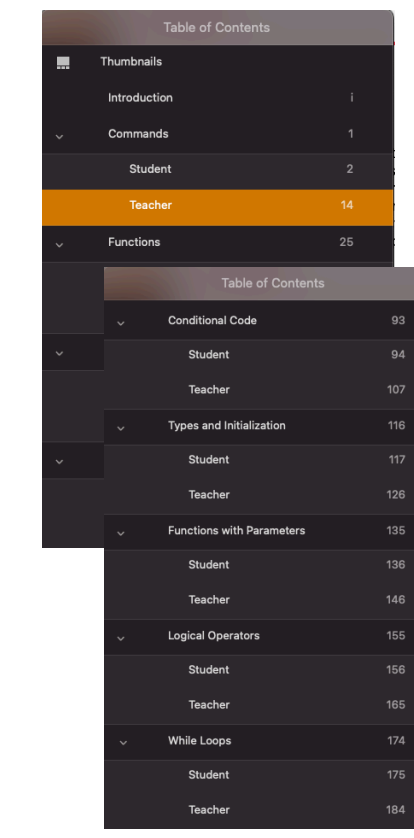
Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-295	Unit 4: Building Apps 296-478
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Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 5	
	C.3.1 Solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves conditional statements and other control structures.
	C.3.2 Read and alter existing code, including code that involves conditional statements and other control structures, and describe how changes to the code affect the outcomes.
Everyone Can Code Puzzles	<ul style="list-style-type: none">• Commands, pages 4-11• Functions, pages 16-22• For Loops, pages 27-32• Variables, pages 37-41• Conditional Code, pages 50-55• Types and Initialization, pages 63, 65, 67• Variables, pages 42-44• Conditional Code, pages 56-57• Types and Initialization, pages 62, 66, 68
Everyone Can Code Puzzles Teacher Guide	<ul style="list-style-type: none">• Commands, pages 17-23• Functions, pages 40-44



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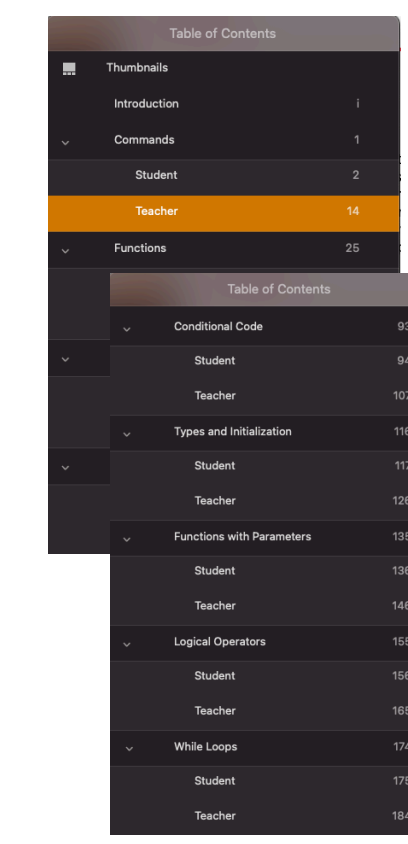
Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478
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Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 6		
	C.3.1 · solve problems and create computational representations of mathematical situations by writing and executing efficient code, including code that involves conditional statements and other control structures	C.3.2 · read and alter existing code, including code that involves conditional statements and other control structures, and describe how changes to the code affect the outcomes and the efficiency of the code
Everyone Can Code Puzzles	Functions, 14-20 For Loops 28-31 Variables, 40 Conditional Code, 52-55 Types and Initialization, 63, 65, 67	Functions 23 For loops 32-33 Variables 45-46 Conditional Code, 49, 58-59, Types and Initialization 62, 66, 68
Everyone Can Code Puzzles Teacher Guide	Commands, 15 Functions, 38 For Loops, 63 Variables, 65 Conditional Code, 108 Types and Initialization, 127	



Teacher Guide	Unit 1: Values pp 27-136	Episode 1: The TV Club pp. 137-166	Unit 2: Algorithms 167-270	Episode 2: The Viewing Party 271-296	Unit 3: Organizing Data pp. 297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
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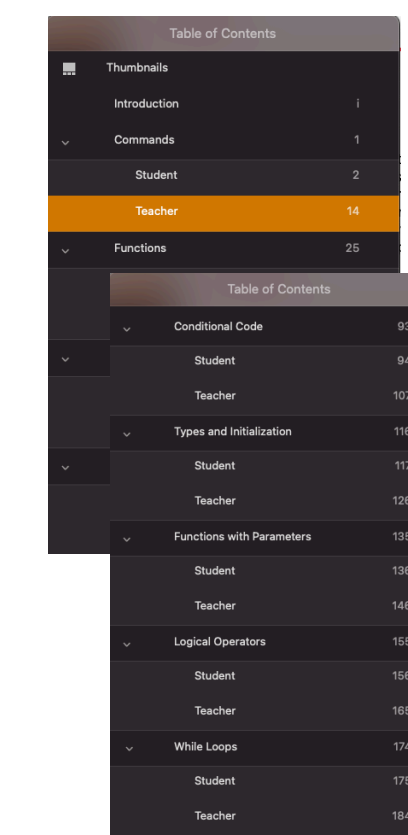
Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478
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Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 7	
	<p>C.3.1 • solve problems and create computational representations of mathematical situations by writing and executing efficient code, including code that involves events influenced by a defined count and/or sub-program and other control structures</p> <p>C.3.2 • read and alter existing code, including code that involves events influenced by a defined count and/or sub-program and other control structures, and describe how changes to the code affect the outcomes and the efficiency of the code</p>
Everyone Can Code Puzzles	<p>Functions with parameters, 72-75 Logical Operators, 82, 85 While Loops 82-94 Arrays and Refactoring 101-105</p> <p>Types and Initialization 62, 66, 68 Functions with parameters 71, 76-78 Logical Operators 82, 86-87 While Loops 90-95-96 Arrays and refactoring 106-108</p>
Everyone Can Code Puzzles Teacher Guide	<p>Functions with Parameters, 147 Logical Operators 166 While Loops 185 Arrays and Refactoring 207</p>
Everyone Can Code Adventures	<p>Objects in Views 8-11, 17-18 Events and Handlers 25, 28-30, Arrays 39-43, More Events and Handlers, 56, 58-61 Functions as Arguments 69-73, Return Types and Outputs 87, and 89-90</p> <p>Objects in Views 7, 12-16, 19-23 Events and Handlers 26, 31-36 Arrays 45, 47-48, 50-53 More Events and Handlers 63-67 Functions as Arguments 79-84 Return Types and Outputs 91-94</p>
Everyone Can Code Adventures Teacher Guide	<p>Objects in Views, 33-34 Events and Handlers 64, Arrays 93, More Events and Handlers 122-123, Functions as Arguments 150-151 Return Types and Outputs 173-174</p> <p>Objects in Views, 40, 45-46 Events and Handlers 71-72, Arrays 103-104, More Events and Handlers 128-129 Functions as Arguments 159-160 Return Types and Outputs 178-179</p>



Teacher Guide	Unit 1: Values pp 27-136	Episode 1: The TV Club pp. 137-166	Unit 2: Algorithms 167-270	Episode 2: The Viewing Party 271-296	Unit 3: Organizing Data pp. 297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
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Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478
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Overall Expectations

Students will be able to:

solve problems and create computational representations of mathematical situations using coding concepts and skills.

Grade 8	
C.3.1 • solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves the analysis of data in order to inform and communicate decisions	C.3.2 • read and alter existing code involving the analysis of data in order to inform and communicate decisions, and describe how changes to the code affect the outcomes and the efficiency of the code
Everyone Can Code Puzzles	Logical Operators 85 While Loops 92–94 Arrays and Refactoring 101–105
Everyone Can Code Puzzles Teacher Guide	Logical Operators 82, 86–87 While Loops 90, 95–96 Arrays and Refactoring 99, and 106–108
Everyone Can Code Adventures	Return Types and Outputs 87, 89–90 Classes and Components 97, and 99–115
Everyone Can Code Adventures Teacher Guide	Return Types and Outputs 91–94 Classes and Components 116–117
Develop in Swift Explorations	Unit 1: Values Pages 15–24, 45–46, 75–83 Episode 1: The TV Club pages 85–105 Unit 2: Algorithms Pages 109–118 and 152–163 Episode 2: The Viewing Party pages 165–180 Unit 3: Organizing Data Pages 184–192, 262–269 Unit 4: Building Apps Pages 289–299
Develop in Swift Explorations Teacher Guide	Unit 1: Values Pages 26–44, 48–73 Episode 1: The TV Club Pages 102–105 Unit 2: Algorithms Pages 106–136, 138–150 Unit 3: Organizing Data Pages 194–219 221–260 Episode 3: Sharing Photos pages 271–285 Unit 4: Building Apps Pages 301–399, 401–467, and 469–478
Develop in Swift Explorations	Unit 1: Values pp. 35–41, 44, 54–56, 69–75, 77–88, 93, 96–112 Episode 1: The TV Club pages 137–166 Episode 2: The Viewing Party pages 114–121, 179–182, and 203–204 Episode 3: p. 446 - 462
Develop in Swift Explorations Teacher Guide	Unit 1: Values p. 49–123 Episode 1: The TV Club 140–142, 147, 151, 155–156, 159, 161, 164, and 166 Episode 3: Sharing Photos pages 464–478 Unit 4: Building Apps p. 487, 494, 498–606

Teacher Guide	Unit 1: Values pp 27-136	Episode 1: The TV Club pp. 137-166	Unit 2: Algorithms 167-270	Episode 2: The Viewing Party 271-296	Unit 3: Organizing Data pp. 297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
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Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478
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Overall Expectations

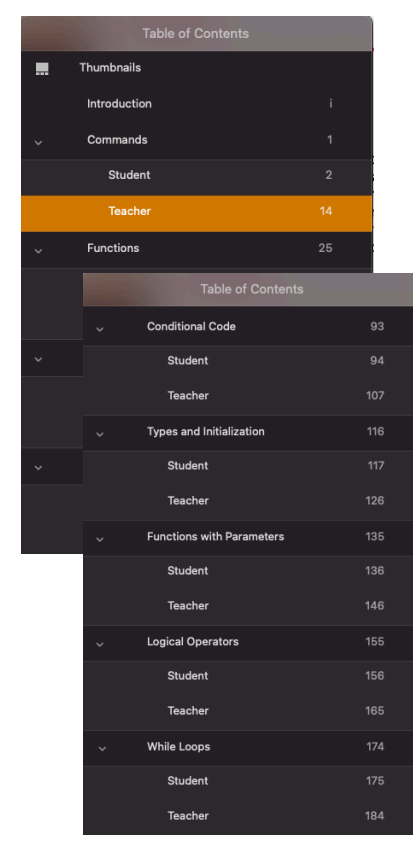
Students will be able to:

apply coding skills to represent mathematical concepts and relationships dynamically, and to solve problems, in algebra and across the other strands.

Grade 9			
	C2.1 Use coding to demonstrate an understanding of algebraic concepts including variables, parameters, equations, and inequalities.	C2.2 Create code by decomposing situations into computational steps in order to represent mathematical concepts and relationships, and to solve problems.	C2.3 Read code to predict its outcome, and alter code to adjust constraints, parameters, and outcomes to represent a similar or new mathematical situation.
Everyone Can Code Puzzles Teacher Guide	Commands pp. 1-12 Functions pp. 13-23 For Loops pp. 24-33 Variables pp. 34-46 Conditional Code pp. 47-59 Types and Initialization pp. 60-68 Functions with Parameters pp. 69-78 Logical Operators pp. 79-87 While Loops pp. 88-96 Arrays and Refactoring pp. 97-108	For Loops pp. 24-33 Variables pp. 34-46 Conditional Code pp. 47-59 Types and Initialization pp. 60-68 Functions with Parameters pp. 69-78 Logical Operators pp. 79-87 While Loops pp. 88-96 Arrays and Refactoring pp. 97-108	Commands pp. 1-12 Functions pp. 13-23 For Loops pp. 24-33 Variables pp. 34-46 Conditional Code pp. 47-59 Types and Initialization pp. 60-68 Functions with Parameters pp. 69-78 Logical Operators pp. 79-87 While Loops pp. 88-96 Arrays and Refactoring pp. 97-108
Everyone Can Code Adventures Teacher Guide	Objects in Views pp. 10-47 Events and Handlers pp. 48-72 Arrays pp. 73-104 More Events and Handlers pp. 105-129 Functions and Arguments pp. 13-160 Return Types and Outputs pp. 161-179 Classes and Components pp. 180-221	Objects in Views pp. 10-47 Events and Handlers pp. 48-72 Arrays pp. 73-104 More Events and Handlers pp. 105-129 Functions and Arguments pp. 13-160 Return Types and Outputs pp. 161-179 Classes and Components pp. 180-221	Objects in Views pp. 10-47 Events and Handlers pp. 48-72 Arrays pp. 73-104 More Events and Handlers pp. 105-129 Functions and Arguments pp. 13-160 Return Types and Outputs pp. 161-179 Classes and Components pp. 180-221
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Teacher Guide	Unit 1: Values pp 27-136	Episode 1: The TV Club pp. 137-166	Unit 2: Algorithms 167-270	Episode 2: The Viewing Party 271-296	Unit 3: Organizing Data pp. 297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
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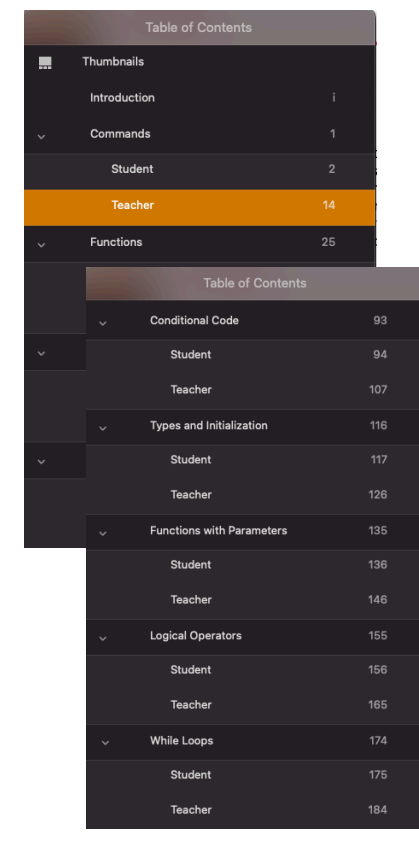
Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478
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COMING SOON

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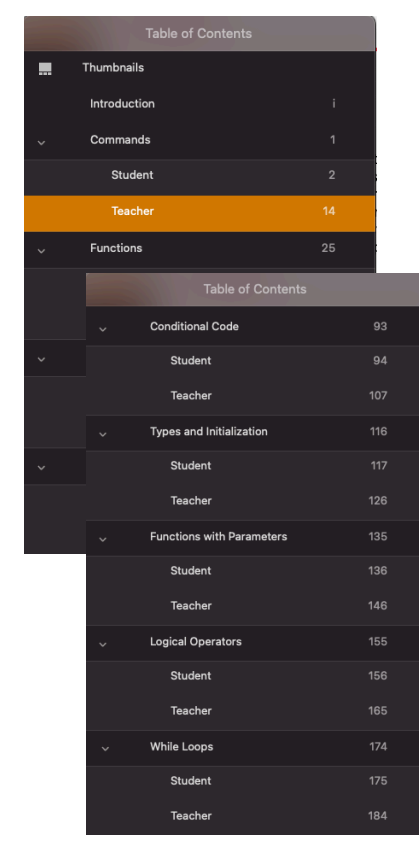
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COMING SOON

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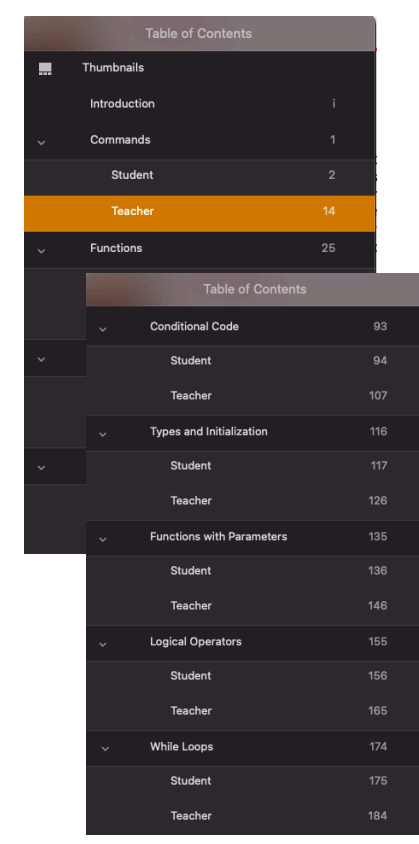
Student Guide	Unit 1: Values pp 12-83	Episode 1: The TV Club 84-105	Unit 2: Algorithms 106-163	Episode 2: The Viewing Party 164-180	Unit 3: Organizing Data pp. 181-269	Episode 3: Sharing Photos 270-285	Unit 4: Building Apps 286-478
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COMING SOON

Teacher Guide	Unit 1: Values pp 27-136	Episode 1: The TV Club pp. 137-166	Unit 2: Algorithms 167-270	Episode 2: The Viewing Party 271-296	Unit 3: Organizing Data pp. 297-444	Episode 3: Sharing Photos 445-478	Unit 4: Building Apps 479-695
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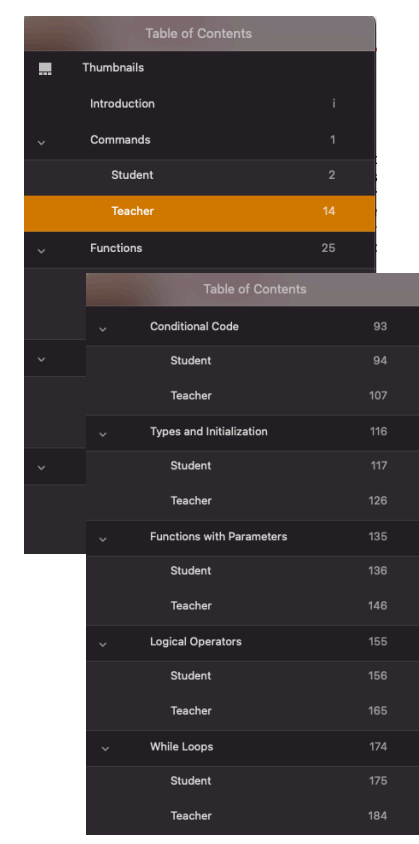
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