	IDS 2 Sophomores	IDS 2 Learning Targets	IDS 4 Seniors Bridge Building	IDS 4 Learning Targets
MON May 6th, 2019	• *Work on U3L8: Creating Functions with Parameters* • *Work on U3L9: Looping and Random Numbers*	Identify appropriate situations for creating a function with parameters. Use random numbers as inputs to function calls for the purpose of testing.	• **Session 3** • **Visual Art & Design Project**	Work collaboratively or individually to complete a project incorporating visual arts.
TUE May 7th, 2019	• *Element ID DUE (CHM)* • *Work on U3L8: Creating Functions with Parameters* • *Work on U3L9: Looping and Random Numbers*	Identify appropriate situations for creating a function with parameters. Use random numbers as inputs to function calls for the purpose of testing. Write functions with parameters to generalize a solution instead of duplicating code.	• **Session 3 Project**	Work collaboratively or individually to complete a project incorporating visual arts.
WED May 8th, 2019	• *Work on U3L8: Creating Functions with Parameters* • *Work on U3L9: Looping and Random Numbers* • *SolidWorks Appendix Revisit*	Use a loop in a program to simplify the expression of repeated tasks. Identify appropriate situations in a program for using a loop. Use random values within a loop to repeat code that behaves differently each time it is executed.	• **Session 3 Project**	Work collaboratively or individually to complete a project incorporating visual arts.
THURS May 9th, 2019	• *Introduction Due (IDS/CHM)* • *Work on U3L8: Creating Functions with Parameters* • *Work on U3L9: Looping and Random Numbers*	Use a loop in a program to simplify the expression of repeated tasks. Use random values within a loop to repeat code that behaves differently each time it is executed.	• **Session 3 Project**	Work collaboratively or individually to complete a project incorporating visual arts.
FRI May 10th, 2019	• U3L8 & U3L9 Due • Revisit Appendix • Conclusion Due Monday (IDS/CHM)	Write a complete program with functions that solve sub-tasks of a larger programming task. Explain how functions are an example of abstraction.	• **Session 3 Project**	Work collaboratively or individually to complete a project incorporating visual arts.