

Guiding Framework Principle		Ledger Art & Circuits Sections 1-2	Ledger Art Project Section 3	Encryption Section 4	Storytelling Section 5
Design	In what ways can students design?				
	How does design impact student experience?				
Construct	In what ways can students construct?				
	How does construction impact student experience?				
Collaborate	In what ways can students collaborate?				
	How does collaboration impact student experience?				
Reflect	In what ways can students reflect?				
	How does reflection impact student experience?				
How does this section...	provide engaging CS pedagogical content?				
	support all learners in Montana?				
	implement computational practices that support diverse learners?				
	provide opportunity for alternative assessments that allow students to demonstrate their learning in different ways?				