

CodeVA

K-5 Computer Science Workshop Resources

Links

Puzzles to complete (directions to log in / sign up are below): <http://studio.code.org>

PDF of curriculum: <http://code.org/curriculum/docs/k-5/complete.pdf>

Introduction video: <https://www.youtube.com/watch?v=0OJlxaOIQMA&feature=youtu.be>

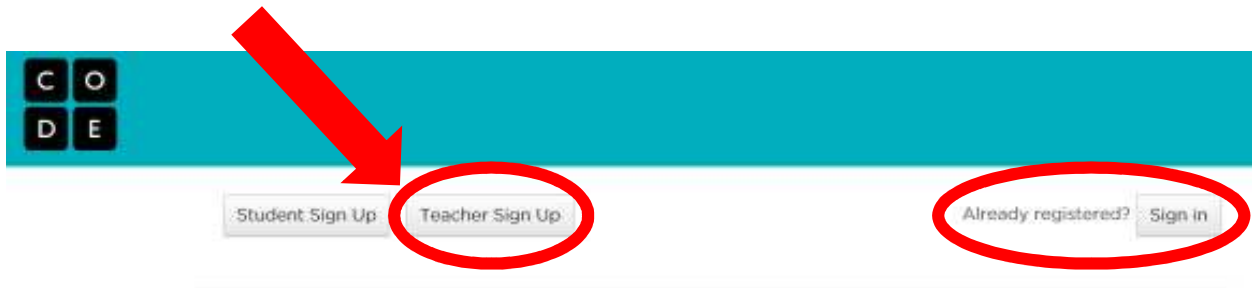
Curriculum Overview: <http://code.org/curriculum/docs/k-5/overview>

Course 3 support videos created by Kiki Prottzman:

<https://www.youtube.com/playlist?list=PL2DhNKNdmOtpGJ79ZYytiEmc-1Aq8hxm>

Creating an Account and Logging into Code.org

Using Internet Explorer 11, FireFox, or Chrome*, go to <http://studio.code.org/>. If you already have an account with code.org, go ahead and sign in using your account information by clicking on “Sign in” to the right. If you do not, click on the “Teacher Sign up” link.



Complete the required information and click on “Sign up”.

Pictures of examples use Chrome.

Teacher sign up for Code.org

Teach computer science in your classroom by signing up for an account.

You'll be able to add your students and track their progress.

Display Name: Mrs. Maino

Email: jmaino@hcps.us

Password: *****

Password confirmation: *****

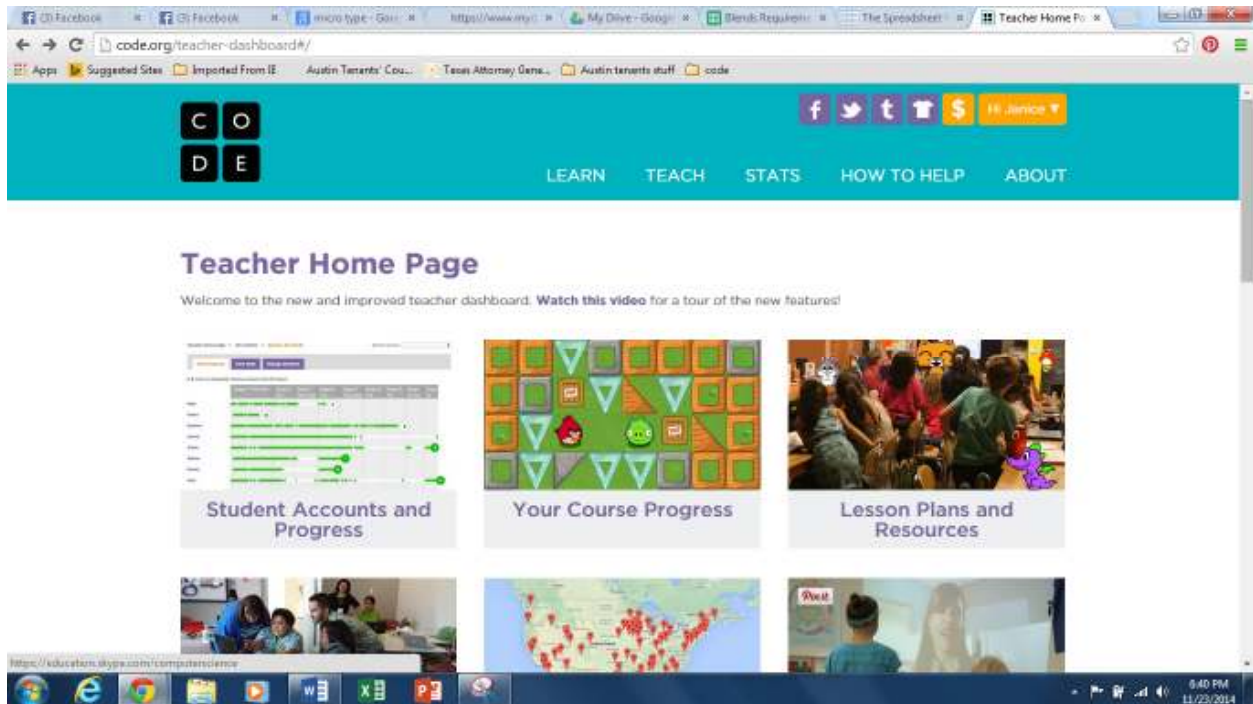
School Name (optional): Liberty Middle School

School Address (optional): 13496 Liberty School Road
Ashland, VA 23005

Sign up

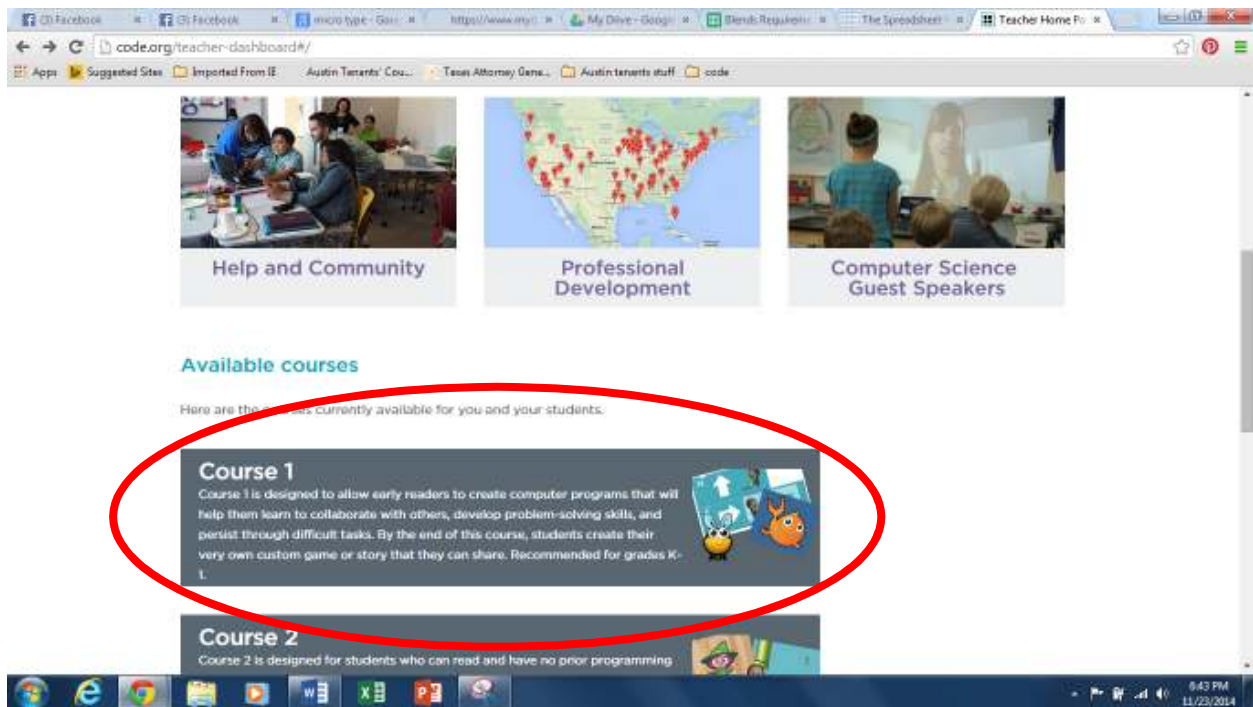
I agree to be bound by the Code.org terms of service.

You will begin with the “Teacher Home Page” shown below.



Pictures of examples use Chrome.

Scroll down to view “Available Courses” and click on “Course 1”.



You will see 2 “Unplugged Activities” that you can view with their lesson plans. “Stage 1: Happy Maps” and “Stage 2: Move it, Move it.” You will also see additional stages. “Stage 3: Jigsaw: Learn to drag and drop” has 12 lessons. “Stage 4: Maze: Sequence: has 15.” You need to complete a minimum of 15 lessons. You may combine the ones from different stages or even different courses. A green check mark means that you completed the lesson in the recommended number of steps.

Pictures of examples use Chrome.

Course 1

Course 1 is designed to allow early readers to create computer programs that will help them learn to collaborate with others, develop problem-solving skills, and persist through difficult tasks. By the end of this course, students create their very own custom game or story that they can share. Recommended for grades K-1.

[Try now](#)
[Give Feedback](#)
[Get Help](#)

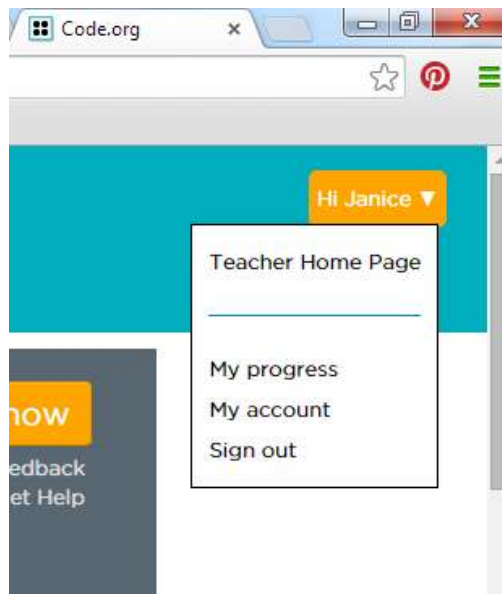
Stage 1: Happy Maps
[View Lesson Plan](#) [Unplugged Activity](#) 1

Stage 2: Move it, Move it
[View Lesson Plan](#) [Unplugged Activity](#) 1

Stage 3: Jigsaw: Learn to drag and drop
[View Lesson Plan](#) 12 green checkmarks

Stage 4: Maze: Sequence
[View Lesson Plan](#) 10 green checkmarks, 11, 12, 13, 14, 15 (yellow circles)

At any time, you can click on your name at the top right to go directly to your “Teacher Home Page”, “My Progress”, or to “My Account”. You may also “Sign Out” by clicking here.



Pictures of examples use Chrome.