

Hour of Code Abstract

Instructor: YOUR NAME HERE

Overview:

The Hour of Code started as a one-hour introduction to computer science, designed to demystify "code", to show that anybody can learn the basics, and to broaden participation in the field of computer science. It has since become a worldwide effort to celebrate computer science, starting with 1-hour coding activities but expanding to all sorts of community efforts.

Agenda:

During this 1-hour session, your instructor will guide the class through the following activities:

- 2 minute introduction to coding to answer the "what" and "why"
- 5 minute introduction video and talk through some of the basics of the coding language and application we're using
- 40 minutes of coding, students will work on their own or in pairs to complete levels 1 - 16 of the coding course. Students do not have to finish the course to be successful.
- 10 minutes of wrap up - certificates handed out and student exit tickets filled in and collected

Pre-Work:

Teachers must print student certificates prior to the course. My recommendation is to print blank certificates and we will write in the student's name when they finish the full hour.

<https://code.org/certificates>

Teachers should print exit tickets for each student so that they can reflect on what they learned
<https://docs.google.com/a/code.org/document/d/1yIIIO7Pppk6W3Jt58VHS5mjvnshg9URvj3iCU0Ok6qY/edit?usp=sharing>

There is no student pre-work required. Students can learn more about Hour of Code by visiting code.org.

Site Requirements:

- Internet connected computers and or tablets with audio are required for this session.
- Headphones are preferred as the program provides both visual and audio feedback throughout the course.
- Smartboard or Projector requested to share video and basic overview with students.
- Ratio of 10:1 preferred to give the students the best experience with coding. The instructor requests there be at least 1-2 teachers present to assist and direct questions during the session.