CODE BREAKER

RESOURCES: GOO.GL/UUUEBP

@HOLLYDORNAK
“SIMPLY PUT, CODE IS A TOOL THAT LETS YOU WRITE YOUR STORY WITH TECHNOLOGY.”
K-5
ULTIMATE GOAL: COMPUTATIONAL THINKING
GOTTA HAVE 'UMS

- Adequate Internet Access & Bandwidth
- 1-2 Students Per Device
- Headphones/Earbuds
- Ongoing Reflections on Citizenship
CODE BREAKER

BEST PRACTICES

- Cultivate Classroom Culture: Everyone is a Learner
- Start Small
- Project Based vs. Following a Prescribed Curriculum
- Pair Programming
CODE BREAKER

TOOLS OF THE TRADE
OZOBOTS
20 hour courses for
Computer Science Fundamentals (all ages)

Course 1
Start with Course 1 for early readers.
Ages 4-6
Try now

Course 2
Start with Course 2 for students who can read.
Ages 6-18
Try now

Course 3
Course 3 is a follow-up to Course 2.
Ages 8-18
Try now

Course 4
Students taking Course 4 should have already taken courses 2 and 3.
Ages 10-18
Try now

Accelerated Course
Learn basic computer science in an accelerated version of courses 2-4.
Ages 10-18
Try now

CODE.ORG
things you love are
Made w/ Code

SEW A LED BOOKMARK
Illuminate your mind (and your reading) with this LED bookmark with the help of Sew Electric.

MAKE AN ICE DRAWING
Use code to create snowflakes and patterns in a winter wonderland with Anna and Elsa.

LAUNCH
LAUNCH

MADEWITHCODE.COM
On Start Program

Set Color
- Green

Back LED
- 255

Raw Motor
- 4095, 4095, 5s

Set Color
- Red

Back LED
- 0

OVAL Code

```javascript
yield StartProgram();
{
    setRgbLed(0, 255, 0);
    backled = 255;
    yield DoRawMotor(4095, 4095, 5);
    setRgbLed(255, 0, 0);
    backled = 0;
}
```

yield StartProgram();
SCRATCH

imagine • program • share

when clicked
forever

if 0 < STOPMOVE

wait 10 secs

else

switch to costume Open

wait 0.2 secs

switch to costume Closed

wait 0.2 secs
Build Your PLN

#KidsCanCode
#CSK8
#HourOfCode
#AllKidsCode
#ElemCode
#RoboSIG
"...A GOOD PROGRAMMER UNDERSTANDS, DEEPLY, A PROBLEM THAT NEEDS TO BE SOLVED, AND THEN CREATES AN ARCHITECTURE FOR SOLVING A PROBLEM THAT'S NEVER BEEN SOLVED BEFORE."