

Coding for 2023

Why encourage students to code?

Students will develop:

- ☐ Creativity: while trying something new and thinking outside the box
- ☐ Communication skills: listening and sharing ideas
- ☐ Collaboration skills: working together
- ☐ Critical Thinking: become a computational thinker and learn to persevere

Kinder & 1st Grade Choices:

[Code Puppy to Family-](#)

- This experience allows you to show students how to pull the blocks of code on the left side to the middle of the screen (workspace) to make the puppy do commands. Remember to press the bottom right button to move to the next screen.

[Kodable](#)

- Click “play without saving” to show how to play.
- Pull arrows to yellow boxes and press the green “play” button to move your Fuzzy.

2nd & 3rd Grades Choices:

[Kodable](#)

- Click “play without saving” to show how to play.
- Pull arrows to yellow boxes and press the green “play” button to move your Fuzzy.

[Angry Birds](#)

- Video (2:00) shows students how to pull the blocks of code on the left side to the middle of the screen (workspace) to make the Angry Bird move.

4th & 5th Choices:

[Minecraft](#)

- Show Minecraft video (2:50). Then students follow the written directions and pull the code on the left side to the workspace and use arrows to move the character.

[StarWars](#)

- Show Star Wars video (2:39). Then students follow the written directions to pull the code on the left side to the workspace to move BB-8.