# State of Florida Instructional Materials Adoption Publisher's Questionnaire (Form IM8)

2026-2027 K-12 Mathematics and Computer Science > Bid #1980 - Florida Grade 5 Foundations of Computer Science (5002035 - Grade 5 Foundations of Computer Science )

ISBN: 979-8-89898-266-9

## Publisher Information

Publisher Name: Skill Struck _____

Address: Skill Struck, Inc. 826 Expressway Lane PMB 816 Spanish Fork, UT 84660_____

## Authors & Credentials: List full name of author(s), with major or senior author listed first. Briefly provide credentials for each author.

**Aimee Alsop - Director of Learning**

Aimee holds a Master's degree in Instructional Design from Western Governors University and a Bachelor's degree in Business Management from Brigham Young University. As Director of Learning at Skill Struck, she has led the development of K–12 computer science curriculum, including the creation of AP Board Endorsed Computer Science Principles courses. She is experienced in programming, instructional design and team leadership.

**David Abdel - Curriculum Developer**

David has served as a K–12 curriculum specialist, department chair, and AP teacher with over 20 years in education. He holds a Master's in Educational Leadership from the University of North Texas and a Bachelor's in History from Seton Hall University. He brings deep expertise in curriculum design, instructional leadership and digital education strategy.

**Lindsey Kinker - Curriculum Developer**

Lindsey has over a decade of experience in curriculum development and eLearning design. She holds a Master of Science in Psychology and a Bachelor of Arts in English from DePaul University. At Skill Struck, she designs K–5 computer science curriculum and creates ADA-compliant learning materials aligned with CSTA and state standards.

**Brooke George - Curriculum Developer**

Brooke holds a Master's degree in Learning and Technology from Western Governors University and a Bachelor's degree in Elementary Education from Utah State University. She has taught K-5 grades for 16 years and holds multiple endorsements, including K-12 endorsements in Library Media, Computer Science and 5-8 Mathematics. She also has experience in programming.

**Ryan Frandsen - Education/AI Consultant**

Ryan holds a Master's degree in Educational Leadership from Utah State University and a Bachelor's degree in Business Management from Brigham Young University. As a full-time Computer Science and Business IT teacher at Bountiful High School and adjunct faculty for Weber State University, he teaches concurrent enrollment courses, presents nationally on AI in education, contributes to K–12 computer science curriculum, and develops AI tools for students and teachers at Skill Struck.

## Describe the type(s) of students for which this submission is intended.

This course is designed for students who are working at a Grade 5 level.

## 1. List the Florida districts in which this program has been piloted in the last eighteen months.

- The School District of Palm Beach County
- Okeechobee County School District
- Manatee County School District
- School District of Indian River County
- Duval County Public Schools
- Volusia County School District
- School Board of Okaloosa

- Others (schools)
    - Arbor School of Central Florida
    - Pk Yonge Developmental School

## 2. How are your digital materials searchable by Florida State Standards (Section 1006.33(1)(E), Florida Statutes)?

Within the Skill Struck Educator Portal, teachers can search for content using a standards-based search bar. Lesson plans are tagged and aligned to standards, and when a Florida standard is entered into the search bar, the system will generate a list of associated lesson plans that address that standard. This functionality allows teachers to easily find, assign and teach content aligned to Florida's state standards.

## 3. Identify and describe the components of the major tool. The Major Tool is comprised of the items necessary to meet the standards and requirements of the category for which it is designed and submitted. As part of this section, include a description of the educational approach of the submission.

**Educational Approach: (The information provided here will be used in the instructional materials catalog in the case of adoption of the program. Please limit your response to 500 words or less.)**

The Florida Grade 5 Foundations of Computer Science course is delivered through Skill Struck's Launch Pad platform, designed to introduce young learners to foundational computer science skills in an engaging, age-appropriate way. The course is grounded in Universal Design for Learning (UDL) and Constructivist Learning Theory, promoting accessibility and active learning through multimodal instruction.

Students learn through a consistent lesson structure that combines digital and unplugged learning experiences. Lessons being with online textbooks and videos to introduce a computer science or digital citizenship concept. These materials use developmentally appropriate language and visuals, with Spanish translation and text-to-speech support.

Interactive activities follow, allowing students to apply their understanding through quizzes, drag-and-drop coding challenges and games. These tasks are scaffolded and auto-graded, giving students immediate feedback while promoting independence and problem-solving. They solidify understanding in a playful environment. Students also have the opportunity to progress from block coding into typing their own code.

The course emphasizes early coding concepts such as sequencing, pattern recognition, and event-based logic through visual block-based/text-based programming. Coding challenges encourage creativity and personal expression within an academic framework.

Teacher-created lesson plans accompany student activities and include warm-ups, demonstrations, class discussions, and wrap-ups. Teachers are supported regardless of their computer science background, with clear implementation guidance and access to student performance data.

This approach allows districts to offer vertically aligned, standards-based computer science instruction starting as early as Kindergarten - building digital literacy, problem-solving skills and coding fundamentals from the ground up.

**Major Tool - Student Components: Describe each of the components, including a format description.**

The Grade 5 course is accessed through Skill Struck's Launch Pad platform, which is web-based and compatible with all major browsers and devices (e.g., Chromebooks, iPads, PCs).

Student Components include:

Online Textbook: Digital text introducing each concept. Features vocabulary, illustrations, and read-aloud functionality (text-to-speech). Available in English and Spanish.

Instructional Videos: Short, engaging videos paired with each lesson to introduce and model new concepts.

Quizzes: Auto-graded, including true/false and multiple-choice questions to check comprehension.

Application Activities: Drag-and-drop coding tasks - students use these to demonstrate understanding in creative ways. Students also have the opportunity to progress from block coding into typing their own code.

Games: Reinforcement activities include sorting, typing, and logic games that support concept mastery through play.

Progress Tracking: Students' work is automatically tracked and saved within their profile. All coding projects are stored in a personal digital portfolio.

These digital tools are designed to provide immediate feedback, promote mastery, and develop confidence in elementary computer science learning.

**Major Tool - Teacher Components: Describe each of the components, including a format description.**

Teachers access all instructional materials through the Educator Portal in their Skill Struck account. The platform requires no installation and works on standard browsers and devices.

Teacher Components include:

Lesson Plans: Grade-specific and standards-aligned lesson plans include warm-ups, guided instruction, unplugged activities, digital components, and wrap-ups.

Activity & Quiz Answer Keys: Auto-graded quizzes and coding tasks include complete answer keys to support quick review and student support.

Student Progress Dashboard: Real-time visibility into student quiz scores, code submissions, and game completions. Teachers can see timestamps, attempts, and completion rates.

Manage Curriculum & Sections: Teachers can differentiate instruction by customizing which lessons students see and by grouping students into sections based on need or pace.

Text-to-Speech & Language Settings: Teachers can enable accessibility features, including read-aloud and Spanish translation.

Community Portal Access: Provides professional development videos, FAQ articles and tips for teaching coding effectively.

The platform empowers teachers to deliver high-quality computer science instruction regardless of prior experience and supports flexible pacing and differentiation.

## 4. Identify and describe the ancillary materials. Briefly describe the ancillary materials and their relationship to the major tool.

**Ancillary Materials - Student Components: Describe each of the components, including a format description.**

Skill Struck's Launch Pad platform includes several ancillary materials that support and reinforce the core Grade 5 computer science curriculum. These materials enhance learning by providing guided practice, interactivity and creative engagement.

Student Ancillary Components include:

Digital Manipulatives (Format: Interactive Drag-and-Drop Tools) – Include sorting, matching, and logic games to strengthen computational thinking and concept retention.

Code Example Screenshots (Format: Embedded Digital Images) – Each coding activity includes visual examples of block-based code to help students understand expectations and model solutions.

Choice of Coding Activities (Format: Creative Visual Interface) – Encourage creativity and personal expression while applying coding concepts in checkpoints and challenges.

Portfolio Tools (Format: Web-Based Code Portfolio) – Students' work is saved automatically, allowing them to reflect on their progress and revisit past challenges. Both block and text based coding opportunities are available.

Practice Coding Playgrounds (Format: Web-Based Code Portfolio) - Students can 'free play' in our coding environments, and save their projects - allowing them to continue practicing coding outside of lessons.

These materials are embedded in the platform and closely aligned with lesson goals, helping students deepen understanding while staying engaged.

**Ancillary Materials - Teacher Components: Describe each of the components, including a format description.**

Teachers are supported with a wide array of ancillary resources that enhance lesson implementation, classroom management and professional confidence - all available within the Educator Portal.

Teacher Ancillary Components include:

Unplugged Activities (Format: Printable & Digital PDFs) – Screen-free exercises such as paper-based algorithms and group tasks that reinforce coding concepts in tactile ways.

Slide Decks & Posters (Format: Downloadable Google Slides/PowerPoints, and PDFs) – Visual tools for modeling, reviewing or extending lesson content in whole-group settings.

Answer Keys for All Activities (Format: Embedded or Downloadable in the Educator Portal) – Provide teachers with complete solutions for coding activities and quizzes.

Professional Development Videos (Format: On-Demand Streaming) – Cover classroom modeling, best practices for teaching coding and technical walkthroughs.

Live Support Chat (Format: In-App Chat Tool, M–F, 8AM–8PM ET) – Provides direct access to the Skill Struck team for real-time implementation support and troubleshooting.

Troubleshooting & Setup Guides (Format: Online Help Articles & PDFs) – Guide teachers through platform navigation, student management and tech setup.

These teacher-focused materials ensure successful, flexible implementation, regardless of a teacher's prior experience with computer science.

## 5. Identify which industry standard protocols are utilized for interoperability?

Skill Struck supports multiple industry-standard protocols to ensure interoperability across educational systems. These include:

Single Sign-On (SSO) - Skill Struck integrates with leading SSO providers using standard authentication protocols. Supported providers include:

- Clever

- ClassLink
- Google SSO
- Microsoft SSO

Learning Management System (LMS) Integrations - Skill Struck offers deep integrations with common LMS platforms using LTI (Learning Tools Interoperability) standards:

- Canvas
- Schoology
- Google Classroom

Within these systems, teachers can link assignments, sync grades and access Skill Struck content directly through the LMS interface.

Rostering:

Skill Struck supports OneRoster for automated rostering. Teachers can also upload student information via CSV when not using a third-party rostering tool.

Secure Data Transmission:

All data transmission between systems uses SFTP protocols to ensure secure, encrypted transfers.

These interoperability protocols enable seamless integration of Skill Struck into district systems - reducing setup time and maintaining secure access to all platform features.

## 6. HOW MUCH INSTRUCTIONAL TIME IS NEEDED FOR THE SUCCESSFUL IMPLEMENTATION OF THIS PROGRAM? Identify and explain the suggested instructional time for this submission. If a series, state the suggested time for each level. The goal is to determine whether the amount of content is suitable to the length of the course for which it is submitted.

Skill Struck's Florida Grade 5 Computer Science course consists of 29 lessons, each aligned to Florida's Grade 5 Computer Science standards and designed for flexible implementation across the school year.

Each lesson takes approximately 50 minutes to complete. Lessons involve a variety of activities, including:

- Whole-group instruction using the teacher-facing lesson plan
- A short digital video or read-aloud text
- Interactive coding activities and/or digital games

- Auto-graded quiz or formative check
- Optional off-platform unplugged activity for reinforcement

Districts may choose to complete one lesson per week across the school year, making the program ideal for a yearlong implementation. Alternatively, schools can deliver lessons in a more condensed format, such as in STEM rotations or computer lab blocks.

To complete the full course, we recommend around 20 hours of instructional time, depending on the pacing, lesson extensions and use of optional unplugged components. This is a flexible range - educators can pick and choose the activities they have time to complete.

The program is designed to be accessible for all teachers (general education, STEM, computer labs, paraprofessionals, etc) and integrates easily into existing elementary instructional schedules.

## 7. WHAT PROFESSIONAL DEVELOPMENT IS AVAILABLE? Describe the ongoing learning opportunities available to teachers and other education personnel that will be delivered through their schools and districts as well as the training/in-service available directly from the organization for successful implementation of the program. Also provide details of the type of training/in-service available and how it may be obtained. (The information provided here will be used in the instructional materials catalog in the case of adoption of the program.)

Skill Struck offers a range of professional development opportunities to support successful implementation and build teacher confidence in delivering the course material. These learning opportunities are designed for all educators, including those with no prior computer science teaching experience.

Initial training is provided through live virtual sessions that introduce educators to the platform, help them set up their classrooms and guide them in using the curriculum. Teachers learn how to navigate the educator portal, assign lessons, view student progress and implement both digital and unplugged instructional components. Guidance on covering standards is also provided.

Educators also have access to a library of on-demand professional development videos within the platform. These videos provide walkthroughs of platform tools, instructional strategies and guidance for teaching computer science.

Each district is connected with a dedicated Skill Struck Customer Success Manager (CSM) who can schedule additional training/PD sessions upon request. Teachers

also have access to a live chat support feature built into the platform, where they can receive real-time assistance from the Skill Struck team. They can also directly email the Skill Struck support team for help.

Ongoing learning is supported through virtual office hours and topic-specific webinars. These sessions give teachers and instructional coaches opportunities to ask questions, explore best practices and receive implementation support throughout the school year. Skill Struck regular online webinars, but districts can work with their Skill Struck CSM to organize district-specific sessions.

All professional development offerings are designed to be flexible, easy to access and aligned with the needs teachers working to bring computer science instruction to their classrooms.

## 8. WHAT HARDWARE/EQUIPMENT IS REQUIRED? List and describe the hardware/equipment needed to implement the submission in the classroom. REMEMBER: Florida law does not allow hardware/equipment to be included on the bid! However, schools and districts must be made aware of the hardware/equipment needed to fully implement this program.

All of Skill Struck's courses are accessed through the web-based Skill Struck platform. To implement the program in the classroom, each student needs access to an internet-connected device such as a Chromebook, iPad, laptop, or desktop computer. Devices should have a modern web browser installed, such as Chrome, Safari, or Edge, and be capable of running audio and video content.

For whole-group instruction, teachers may choose to use a computer connected to a projector or interactive display to present lesson content, model activities, or facilitate unplugged discussions - however, this is not a requirement. Audio output through speakers or headphones is recommended for any lessons that include videos or read-aloud functionality.

No special hardware or software installations are required. All program components are browser-based and compatible with commonly used classroom technology.

## 9. WHAT LICENSING POLICIES AND/OR AGREEMENTS APPLY? If software is being submitted, please attach a copy of the company's licensing policies and/or agreements.

All Skill Stuck courses are delivered through a browser-based software platform and are subject to Skill Struck's standard licensing policies and user agreement.

Licenses grant authorized users - such as teachers, students, and administrators - access to the platform, curriculum, and all included features for the duration of the licensing term. Each license is non-transferable and intended for use by the assigned individual or institution.

Use of the platform is governed by Skill Struck's Terms of Service and Privacy Policy, which outline acceptable use, data privacy practices, and user responsibilities. These documents ensure compliance with all applicable federal and state regulations, including FERPA and COPPA.

## 10. WHAT STATES HAVE ADOPTED THE SUBMISSION? List some of the states in which this submission is currently adopted.

Skill Struck has been adopted in districts across 37 states in the US. Some of the states where our program is in use include:

Florida, Utah, Texas, Indiana, South Carolina, North Carolina and Virginia.

These implementations include both district-level and statewide partnerships, supporting a range of instructional models and student populations.

## 11. WHAT OPEN EDUCATIONAL RESOURCES RELATED TO THIS BID DO YOU MAKE AVAILABLE(S)? List and describe each of the components, including a format description. (Open Educational Resources (OER) are high-quality, openly licensed, online educational materials that offer an extraordinary opportunity for people everywhere to share, use, and reuse knowledge.)

The instructional materials included in this submission are part of Skill Struck's proprietary platform and are not classified as Open Educational Resources (OER). All of the course content, coding activities, and supplemental materials are original to Skill Struck and provided under a licensing agreement.

However, outside the scope of this bid, Skill Struck also offers a free, publicly accessible K–12 AI Literacy courses that is available to educators. These resources are designed to support early understanding of artificial intelligence concepts and are shared with the goal of broadening access to emerging technology education. While not included in the submission materials for adoption, this offering reflects Skill Struck's commitment to supporting open access where possible.

## 12. Although not called for in the state adoption, do you have advanced placement (ap) or accelerated program instructional materials available for the course(s) bid for adoption?

Skill Struck's curriculum is intentionally designed to support a wide range of learners, including those who are ready for more advanced challenges. Within the Grade 5 course, students have opportunities to progress at their own pace, engage in open-ended coding challenges and explore deeper applications of foundational computer science concepts. These opportunities provide challenge for all students, including advanced learners.

Beyond the Grade 5 level, Skill Struck offers advanced and accelerated instructional materials for secondary students. These include full course offerings aligned to AP Computer Science Principles (AP CSP) and AP Computer Science A (AP CSA), as well as pathways that prepare students for industry-recognized certifications in computer science and web development. While these advanced programs are not part of this specific bid, they are available to Florida schools as part of Skill Struck's broader K–12 computer science pathway.

## 13. What, if any, foreign language translations do you have available?

All Skill Struck courses can be translated into Spanish.

## 14. Do you provide access point scaffolding or an access point correlation upon request?

Skill Struck does not currently provide a formal access point correlation or dedicated access point scaffolding as part of this submission. However, the platform includes general guidance for supporting students with diverse learning needs, including strategies for accommodating students in special education settings. Upon request, Skill Struck is able to work with schools and districts to identify additional supports or adjustments that may help align instruction with Florida's access points.

**15. ESSA LEVELS OF EVIDENCE: To be considered an evidence-based program (or practice), it is required to have evidence to show that the program is in fact effective at producing results and improving outcomes in reading when implemented. Identification of evidence level alignment, Levels 1-4 (as outlined in the specifications), for the entirety of the program, part of the program, or individual practices within the program is required. Please explain how your product meets these requirements.**

While Skill Struck does not currently have evidence demonstrating improvement in student reading scores, we do have compelling data showing student growth in computer science proficiency and success in industry certification exams. These outcomes support Skill Struck's alignment with ESSA Level 4: Demonstrates a Rationale.

Our model is based on Universal Design for Learning (UDL) and Constructivist Learning Theory, and research supports that computer science instruction enhances cognitive flexibility, logical reasoning, and academic performance in subjects, like math.

A notable real-world example includes an educator-led intervention in Northwest Georgia, where third-grade students struggling in math used Skill Struck's platform to develop computational thinking skills. This group demonstrated a 17.7% increase in MAP Math scores over the school year and improved from below grade level to proficient on state assessments - suggesting a promising correlation between CS instruction and math remediation outcomes.

A 2024–25 end-of-year internal efficacy study across thousands of Skill Struck users showed significant growth in CS proficiency, including:

- 50% growth in HTML assessments
- 33% growth in Python and CSS assessments

In addition, recent district-level certification data from Palm Beach County School District - a Florida Skill Struck partner - demonstrates strong student outcomes tied to program usage:

- HTML/CSS Coding Specialist: 89% pass rate (n = 2,545)
- Python Information Tech Specialist (ITS): 81% pass rate (n = 229)
- Python Coding Specialist (PCS): 80% pass rate (n = 142)
- Python Coding Apprentice (PCA): 70% pass rate (n = 102)
- JavaScript Coding Specialist: 100% pass rate (n = 10)
- Aggregate pass rate across all certifications: 87% (n = 3,028 students)

These high pass rates - especially when students complete 20+ lessons on the platform - underscore Skill Struck's effectiveness at improving student learning and readiness for industry certification exams.

While we continue building toward more rigorous experimental and quasi-experimental evidence, current results support a strong rationale that Skill Struck's platform improves academic performance and prepares students for success in computer science careers.

## Certification

I certify that the information provided is accurate and complete and that this submission complies with the Florida Instructional Materials Adoption Policies and Procedures.

Signature of Authorized Company Representative:

Printed Name/Title:
Date: